NINTENDO POWER

Star Fox 64 3D • The Legend of Zelda: Skyward Sword • Mario Kart • Kid Icarus: Uprising • Luigi's Mansion 2 • Resident Evil: Revelations • Shinobi • Super Mario

270

AUGUST 2011

SUBSCRIBER EDITION

PAC-MAN AND GALAGA NOW IN 3D!
6 GAMES IN ALL!
PAC-MAN
PAC-MAN TILT
PAC-MAN CHAMPIONSHIP EDITION
PAC-MAN & Galaga DIMENSIONS
Galaga
Galaga 3D IMPACT
Galaga Legions
EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
Comic Mischief
Fantasy Violence
NINTENDO 3DS
AVAILABLE NOW!
namco
www.namcobandaigames.com

"PAC-MAN® & GALAGA® DIMENSIONS" & ©2011 NAMCO BANDAI Games Inc. PAC-MAN® Championship Edition & © 2011 NAMCO BANDAI Games Inc. Galaga ® & © 2011 NAMCO BANDAI Games Inc. GALAGA® Legions & © 2011 NAMCO BANDAI Games Inc. Galaga® 3D IMPACT & © 2011 NAMCO BANDAI Games Inc. PAC-MAN® TILT & © 2011 NAMCO BANDAI Games Inc. Nintendo 3DS is a trademark of Nintendo. ©2011 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Nintendo's Next Wave 49

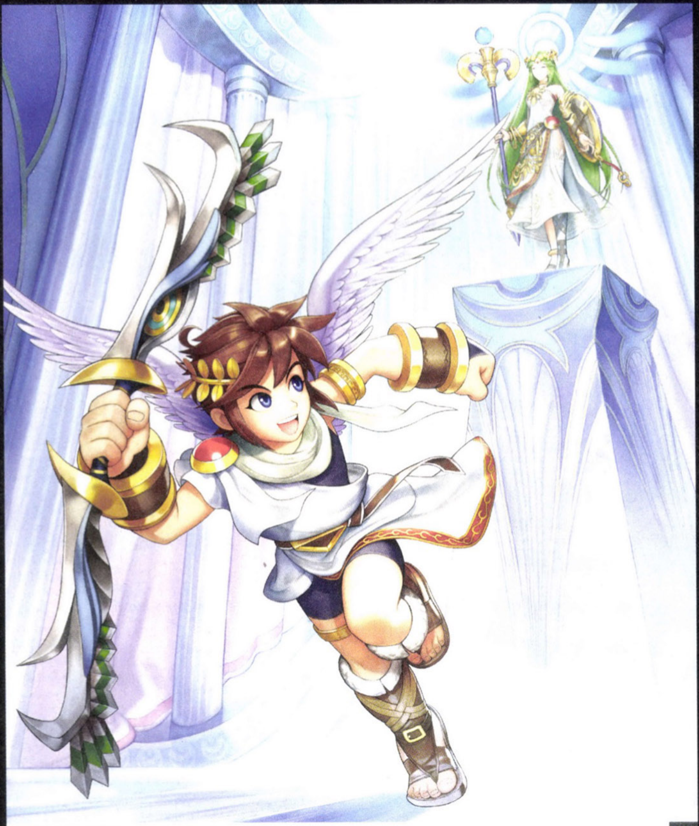
Star Fox 64 3D! Kid Icarus: Uprising! Super Mario! Mario Kart! Luigi's Mansion 2! These games all look mind-blowingly awesome and they're all on the way to the Nintendo 3DS handheld.

Still Super After All These Years 60

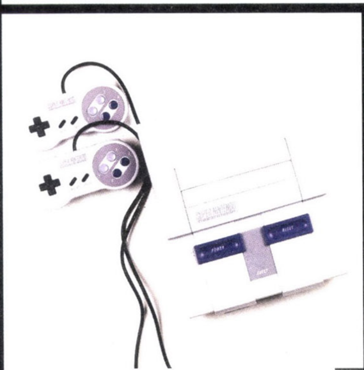
It's been 20 years since the release of the Super NES, and we're celebrating in style with a look back at the games and moments that defined the system.

A Cut Above 76

Say hello to Jiro Musashi, master ninja. His game—Shinobi for the Nintendo 3DS—is poised to be a lot better than your usual retro revival. And if you don't believe it, he'll karate chop you in the kidney.



NINTENDO'S NEXT WAVE 49



20 YEARS OF SUPER NES 60

SHINOBI 76

CONTENTS • AUGUST 2011

DEPARTMENTS

Pulse 4

Power Up 8

Download 26

Previews 32
- Bit.Trip Saga 42
- Centipede: Infestation 45
- Doctor Lautrec and the Forgotten Knights 34
- Dragon Quest Monsters: Joker 2 38
- Harvest Moon: The Tale of Two Towns 3D 35
- Kirby Mass Attack 43
- The Legend of Zelda: Skyward Sword 32
- Madden NFL 12 38
- Metal Gear Solid: Snake Eater 3D 40
- Resident Evil: Revelations 36
- Spider-Man: Edge of Time 46

Power Profiles 80

Playback 84

Reviews 87
- Captain America: Super Soldier (DS) 90
- Captain America: Super Soldier (Wii) 88
- Dual Pen Sports 89
- Green Lantern: Rise of the Manhunters (Wii, DS, N3DS) 89
- Transformers: Dark of the Moon—Autobots/Decepticons 90
- Transformers: Dark of the Moon—Stealth Force Edition (Wii, N3DS) 90

Community 94

Next Month 96

POWER UP ALIENS: INFESTATION 8

DOWNLOAD THE ROLLING WESTERN 26

Slow down
Charge

PREVIEW THE LEGEND OF ZELDA: SKYWARD SWORD 32

REVIEW CAPTAIN AMERICA: SUPER SOLDIER 88

GAME INDEX

3D Classics: Excitebike (N3DS)	30
Aliens: Infestation (DS)	8
Alleyway (VC	29
Animal Crossing (N3DS)	59
Beach Party Craze (DW)	28
Bit.Trip Collection (Wii)	25
Bit.Trip Saga (N3DS)	42
Captain America: Super Soldier (DS)	90
Captain America: Super Soldier (Wii)	88
Centipede: Infestation (Wii, N3DS)	45
Doctor Lautrec and the Forgotten Knights (N3DS)	34
Donkey Kong (VC)	29
Dragon Quest Monsters: Joker 2 (DS)	38
Dreamwalker (DW)	28
Dual Pen Sports (N3DS)	89
Fortune Street (Wii)	10
Fractured Soul 3D (N3DS)	25
Go Series Picdun (DW)	28
Green Lantern: Rise of the Manhunters (Wii, DS, N3DS)	89
Harvest Moon: The Tale of Two Towns 3D (N3DS)	35
Hidden Photo (DW)	28
Kid Icarus: Uprising (N3DS)	54
Kirby Mass Attack (DS)	43
The Legend of Zelda: Link's Awakening DX (VC)	30
The Legend of Zelda: Skyward Sword (Wii)	18 32
Luigi's Mansion 2 (N3DS)	58
Madden NFL 12 (Wii)	38
Mario Kart (N3DS)	56
Mario Party 9 (Wii)	10
Mega Man 5 (VC)	28
Metal Gear Solid: Snake Eater 3D (N3DS)	40
Michael Jackson: The Experience (N3DS)	10
The Mystery of Whiterock Castle (WW)	28
Paper Mario (N3DS)	59
Planet Crashers: Touch Galaxy (N3DS)	25
Pokédex 3D (N3DS)	27
Pro Jumper! Guilty Gear Tangent!? (DW)	29
Radar Mission (VC)	30
Resident Evil: Revelations (N3DS)	36
The Rolling Western (N3DS)	26
Shinobi (N3DS)	76
Skylanders: Spyro's Adventure (N3DS)	14
Snail Mail (WW)	28
Spider-Man: Edge of Time (Wii, DS, N3DS)	46
Star Fox 64 3D (N3DS)	50
Super Mario (N3DS)	52
Super Mario Land (VC)	29
Super Mario Land 2: 6 Golden Coins (GB)	84
Tekken 3D (N3DS)	10
Tennis (VC)	30
Tetris (N3DS)	14
Transformers: Dark of the Moon—Autobots/Decepticons (DS)	90
Transformers: Dark of the Moon—Stealth Force Edition (Wii, N3DS)	90
Ubongo (WW)	28
WWE '12 (Wii)	11
Zimo: Mahjong Fanatic (DW)	29

DS = NINTENDO DS
DW = DSiWARE
GB = GAME BOY
N3DS = NINTENDO 3DS
VC = VIRTUAL CONSOLE
Wii = Wii
WW = WiiWARE

POWER UP 🟥
DOWNLOAD 🟦
PREVIEW ⬛
FEATURE ▨
PLAYBACK 🟧
REVIEW 🟦

SHONEN JUMP
NARUTO
THE MOVIE SHIPPUDEN
-Bonds- 絆

© 2002 MASASHI KISHIMOTO /2007 SHIPPUDEN © NMP 2008

COMING TO DVD AND BLU-RAY
OCTOBER 2011

SHONEN JUMP
www.shonenjump.com

RATED T+ FOR OLDER TEEN
ratings.viz.com

HEROES OF ANIME
VIZ media
25 YEARS

For more Heroes of Anime,
visit www.viz.com/25years

Pulse

The Shape of Things to Come

Chris Slate

It's funny how quickly and easily I've come to accept monumental shifts in the world of video games. I suppose Nintendo has trained me to expect the unexpected over the course of its recent revolutionary history, which must be why using the upcoming Wii U console's out-of-left-field touch-screen controller immediately seemed like second nature. At first touch, "how could you hold a controller this big?" became "this thing feels *great*!" And as I tried out the system's demo software, "what could a second screen add to gaming?" turned into "what *couldn't* you do with another window into the game world?" But I was equally impressed with the less-surprising qualities of the Wii U: powerful HD graphics, a promised improvement in online gaming experiences, and a stronger commitment from game publishers who no longer have any reason to keep their slickest-looking games from Nintendo platforms. All things being equal, I'll take the version of a game that comes with the cool, exclusive features of a second screen. I want this system *bad*, and if I didn't have The Legend of Zelda: Skyward Sword, Kirby Wii, and a group of great-looking Nintendo 3DS games to keep me busy in the meantime, the wait would drive me totally bonkers.

CHRIS SLATE **EDITOR IN CHIEF**

NINTENDO POWER

V269 JULY 2011

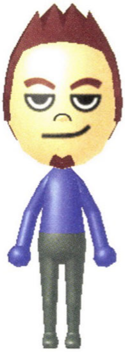
Chris Slate here, back once again to answer your letters while saving Slippy's bacon. But first, this month's special letter request: if you could remake any classic Nintendo game for the Nintendo 3DS system, which one would you pick and how would you make it better? Send your responses to the address on page 6, and we'll print the best ones!

LETTERS

Mystery Mii

Oh, Nintendo Power, thank you so much for the Nester Mii in your last issue. As one of the newer generation of NP readers (I started in December of 2006), I never got to know Nester in his glory days, but I have read all his old comics, plus his new one in the 20th anniversary issue. I would love to see more NP staff Mii creations—possibly a new one each month that is hidden somewhere in the magazine. —**SHADOW ZELDA**

The secret is out at last! Nester, the longtime mascot of Nintendo Power, has been hiding right under your nose in this very section. We may swap him out for a different Mii sometime soon, though, so catch him while you can!



Riddle Solved!

My daughter is constantly trying to stump me with questions about Mario, and she finally succeeded. Maybe you know the answer, Mr. Chris Slate? Which came first, the Yoshi or the egg? —**MAHARITO**

Well, the very first time you meet Yoshi in Super Mario World, he's inside an egg. So there you go!

To Arms, All Ye Mega Men!

It took 10 years to get the Mega Man Legends franchise rolling again, but even now, things remain uncertain. While fans have been invited to participate in the game's creation at capcom-unity.com, we still walk a razor's edge not knowing for sure if Mega Man Legends 3 will ever be completed. The game has not yet been officially greenlit, and the Prototype Version intended for the Nintendo 3DS eShop was delayed indefinitely.

I am typically an optimistic man, but given the circumstances, I don't want to take any chances. Until we know this project's fate for certain, we must generate as much hype and excitement around the game as possible. Tell all your friends, and have those friends tell their friends; join the Mega Man Legends 3 Devroom at capcom-unity.com; and promote the game through your StreetPass comment. Show so much support and interest that Capcom cannot possibly ignore it! —**HEAT MAN**

Until I read your article about games based on comic books, I'd forgotten that any of them were ever any *good*. What happened to the days when talented developers handled franchises like TMNT? Hopefully more publishers will follow the lead of Batman: Arkham Asylum and take the time to make something great instead of rushing to ride the wave of movie advertising. **—PLAID MAGE**

IT'S HARD TO BE A HERO

With great power comes great responsibility—the responsibility to make awesome video games. Do these heroes get it right?

SPIDER-MAN

Spider-Man

Spider-Man vs. the Kingpin

Spider-Man/Venom: Separation Anxiety

Spider-Man: Shattered Dimensions

SPIDER-MAN'S SUPERHERO DOS AND DON'TS

DO

DON'T

Ninjas Are Blue

In your Star Power profile on Ryu you said that blue is not a good color for ninjas, and went on to say that Ryu now wears a "traditional" black outfit. While ninjas are generally portrayed wearing black, they actually *did* wear blue. It was a very deep shade of blue, which they wore for two reasons: (1) The color actually blends in better with the night than black does, and (2) blue keeps snakes away. While Ryu's original costume is a little bit too light, it is fairly accurate and realistic. **—NARA**

Well, we certainly can't argue with that! To quote Ryu, "..."

Now You Know

Hey, did you know that Rupees are the currency of India and Pakistan, just like in The Legend of Zelda? I kid you not. **—ZELDAHUMAN**

Zelda Mémoire

I really enjoyed your "Greatest Moments" articles on the classic Zelda games, and I'd like to share one of my own fond Zelda memories. In Quebec, where I live, games are often available in both French and English, and as a child I played both versions of The Legend of Zelda: A Link to the Past. In the cheesier French localization, the Master Sword is called Excalibur and the witch who makes Magic Powder says she's making a magical elixir with mushrooms from Paris! Comparing the two translations was a lot of fun for my friends and I, and actually taught us a lot of English vocabulary at a time when we still only knew French. Thanks to games like A Link to the Past, I learned English from a very young age and often enriched my vocabulary in unexpected ways. **—COLD CG**

Kudos on Kojima

Great job on the Hideo Kojima edition of Power Profiles! The man is quite obviously one of the video game industry's most prolific figures, and I was glad to see him finally interviewed. Back when you first introduced this section, I had instantly hoped to see Kojima appear in it right after the big Nintendo people. As nice as it is to learn about game designers who I don't know, Power Profiles is far more interesting when it features one of my favorite developers. **—DR. MACHINO**

Kojima has been at the top of my list for quite a while, too, ever since we did karaoke together. (True story! I sang "Crocodile Rock." Badly.) When he came back into the Nintendo fold with Metal Gear Solid: Snake Eater 3D, it seemed like the perfect time to finally get him into the book.

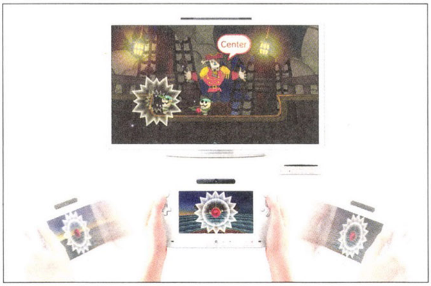
DON'T HASSLE THE HOFF

OK, Nintendo Power, we need to have a serious talk. What do you guys have against Big the Cat? I mean, sure, he's really fat, childish, and kinda dumb, but that just makes him a better character. I have been putting up with your snide remarks for too long, and I've tried to hold myself back, but I think it's time you got a taste of your own medicine. *I hate you, Nintendo Power staff! Die in a fire and take your magazines with you!* **—AMY ROSE**

The Hoff says: C'mon, Amy, don't be that way! You know you're my favorite Sonic character! Besides, not everybody here hates Big the Cat. Even though he is, as you indicated, morbidly obese and dumber than a sack of seashells, he is purple, which I approve of. So from this moment onward, I'm founding the Big Antagonism-Retaliation Force. Go BARF! Now, with that out of the way, I can turn my attention to that freakish two-tailed mutant squirrel....

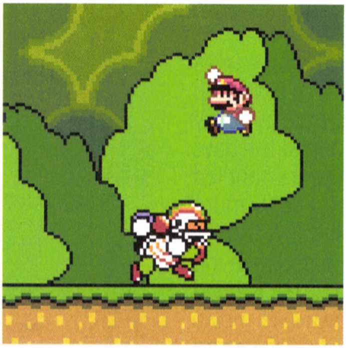
Correction

Last issue, in our rush to bring you late-breaking news of the Wii U console's debut at E3, we mistakenly printed duplicate images of the system's Chase Mii demo software. One of the pictures was meant to show another demo called Shield Pose, which you can see to the right. We apologize for any confusion the error may have caused.



[Right] In Shield Pose, the controller is your window to the world.

> Since Mario has covered nearly every single sport, I'm surprised that he's never appeared in a football game. I can think of one character in particular who would fit such a game perfectly: Chargin' Chuck (of Super Mario World fame). He was tailor-made for football! It's a perfect match!
> —**ROCKETMASTER1200**



What type of game would you like to see Mario star in that he hasn't tried yet?

I would like to see Mario beat up on Goombas and Koopas with a sword and shield. I want The Legend of Mario: Skyward 'Stache! —**WHALE33**

What's wrong with taking a vacation once in a while? Mario is always so busy stomping Goombas, saving the princess, and competing in the Olympics that he never has time to relax. Mario needs to star in a slow-paced game like Harvest Mushroom, where he would pursue his relationship with Peach while growing fields of power-ups. Or how about Yoshi Crossing, where Mario could wear something besides his old plumber suit and work at Fawful's fancy fast food restaurant, where all of the sandwiches come with "mustard of your doom." —**GODFATHER GORDON**

It would be cool to see Mario locales and power-ups put into a massive exploration game like Metroid or Cave Story. —**SEAN M.**

How come Mario has to keep meeting Sonic at the Olympics? Why not Mario & Sonic at WWE Raw, or Mario & Sonic at the Presidential Debates? C'mon, those aren't any more far-fetched! —**ALT**

I'd like to see a new mystery/puzzle game starring Inspector Mario. When Toads begin to disappear across the Mushroom Kingdom, Inspector Mario is sent to look for clues and search for suspects. Maybe he could also figure out why Peach gets kidnapped so much. —**GAMESTER31**

I've got two words for you: Chef Mario. —**THE PICKLED RANGER**

I would like to see Mario in an augmented-reality game in which you would move him around with the Circle Pad to get him to the flag AR card. The game would also come with cards for classic enemies, Yoshi, and things like mushrooms. —**MR. AWESOME**

Hopscotch. That would be epic. Period. —**DYNAMO THE FOX**

With the exception of Yoshi's Safari, Mario has never been in a first-person shooter, which is a shame since the genre is all the rage these days. Granted, Nintendo wants to keep a family friendly image. The solution? Super Mario Paintball. With a similar design to GoldenEye 007 on Wii, the game would be a hit with everyone. —**TIGERKINGNIKI**

A Mario stealth game would be cool. Sneaking into Bowser's castle to rescue Peach could be even more fun than barging in with fireballs blazing. —**KYLE S.**

I'd like to see Mario in a racing game. Wait, what? He already *has* a racing game? Then what about a tennis game? The Olympics? Space travel? A puzzle-style medical game? Come *on*! What *hasn't* Mario done yet?! —**ABCEL**

PLEASE WRITE US

pulse@nintendopower.com

OR VIA CARRIER PIGEON AT

Nintendo Power/Pulse
c/o Future US
4000 Shoreline Court, Ste. 400
South San Francisco, CA 94080

TIPS FOR GETTING YOUR LETTER PUBLISHED:

Understand that the magazine staff is separate from Nintendo; we don't make the games.

Don't send links to game coverage on the Web—trust us; we see it all.

Don't ask about the status of upcoming games, or whether certain games will be announced; if we have that info, we'll always tell you.

NINTENDO POWER

BARREL-ROLLERS

EDITOR IN CHIEF **Chris Slate**
EXECUTIVE EDITOR **Steve Thomason**
SENIOR EDITOR **Chris Hoffman**
ASSOCIATE EDITOR **Justin Cheng**
ART DIRECTOR **John Seeger Gilman**
CREATIVE DIRECTOR **Chris Imlay**
CONTRIBUTING DESIGNER **Rebekah Lane**
CONTRIBUTING EDITORS **Patrick Cunningham, Andrew Hayward, Casey Loe, Nathan Meunier, Randy Nelson, David Oxford, Phil Theobald, David Wolinsky**
COPY EDITOR **Candace Cunningham**
INTERNS **Cody Martin, Kenny Martin**
LICENSING MANAGER **Frances Wall Jha**

BUSINESS
VICE PRESIDENT, CONSUMER MEDIA **Kelley Corten**
VICE PRESIDENT, SALES & MARKETING **Rachelle Considine, 650-238-2505**
EXECUTIVE DIRECTOR INTEGRATED SALES **Nate Hunt, 415-269-5402**
ASSOCIATE DIRECTOR OF SALES **Isaac Ugay, 714-381-3419**
REGIONAL SALES DIRECTOR **Carol Gillard, 646-723-5476**
REGIONAL SALES MANAGER **Arthur St. Germain, 650-238-2571**
REGIONAL SALES MANAGER **Doug Parsons, 646-723-5459**
REGIONAL SALES MANAGER **Jen Doerger, 650-238-2592**
ADVERTISING COORDINATOR **Heidi Hapin**

PRODUCTION
PRODUCTION DIRECTOR **Michael Hollister**
PRODUCTION MANAGER **Larry Briseno**
PRODUCTION COORDINATOR **Lewis Lee**
PRINT ORDER COORDINATOR **Jennifer Lim**

CONSUMER MARKETING
MARKETING & SALES DEVELOPMENT DIRECTOR **Rhoda Bueno**
CIRCULATION DIRECTOR **Crystal Hudson**
NEWSSTAND DIRECTOR **Bill Shewey**
CONSUMER MARKETING OPERATIONS DIRECTOR **Lisa Radler**
RENEWAL & BILLING MANAGER **Mike Hill**
MARKETING ASSOCIATE **Robbie Montinola**

FUTURE US, Inc.
4000 Shoreline Court,
Suite 400, South San
Francisco, CA 94080
www.futureus.com

PRESIDENT **John Marcom**
VICE PRESIDENT & CHIEF FINANCIAL OFFICER **John Sutton**
VICE PRESIDENT, INTERNET & MOBILE PRODUCTS **Mark Kramer**
GENERAL COUNSEL **Anne Ortel**
HUMAN RESOURCES DIRECTOR **Nancy DuBois**

FUTURE PLC
30 Monmouth St., Bath, Avon, BA1 2BW, England
Tel +44 1225 442244 / www.futureplc.com

NON-EXECUTIVE CHAIRMAN: Roger Parry
CHIEF EXECUTIVE: Stevie Spring
GROUP FINANCE DIRECTOR: John Bowman

Nintendo Power Customer Care
P.O. Box 5770, Harlan, IA 51593-1270
1-866-941-8368
For Subscription Problems Only!
nintendopower@cdsfulfillment.com.
http://service.futureus-inc.com/
REPRINTS: For reprints, contact Reprint Management Services, 717.399.1900 ext. 100

Game trademarks and copyrights are property of their respective owners. TM, ®, the Nintendo DS logo and the Wii logo are trademarks of Nintendo. © 2011 Nintendo.

ISSN: 1041-9551

Nintendo Power magazine is published by Future US, Inc. under an official licensing agreement with Nintendo of America Inc. Future US is a wholly independent company from Nintendo, and the opinions and views expressed in this publication are solely those of the magazine's writers and do not represent official communication by, or on behalf of, Nintendo.

What Nintendo fans think, want, and do

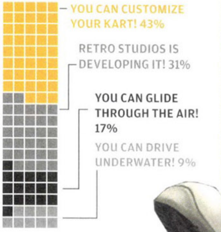
The SCORE

WEIGH IN ON NEXT MONTH'S TOPICS AT WWW.NINTENDOPOWER.COM/POLLS.

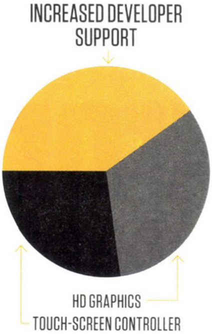
1/2

OF YOU HAVE BEEN TO THE NINTENDO eSHOP.

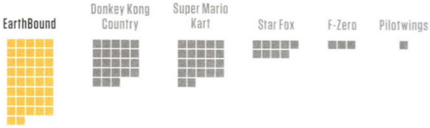
THE NEW MARIO KART LOOKS GREAT BECAUSE...



THE BEST THING ABOUT THE Wii U CONSOLE IS:



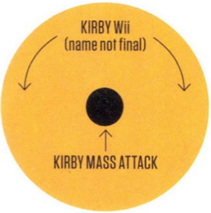
WHICH SUPER NES DEBUT WAS BEST?



SHOULD FOX SAVE SLIPPY?

YES 52% · NO 48%

PICK A KIRBY

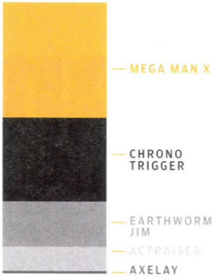


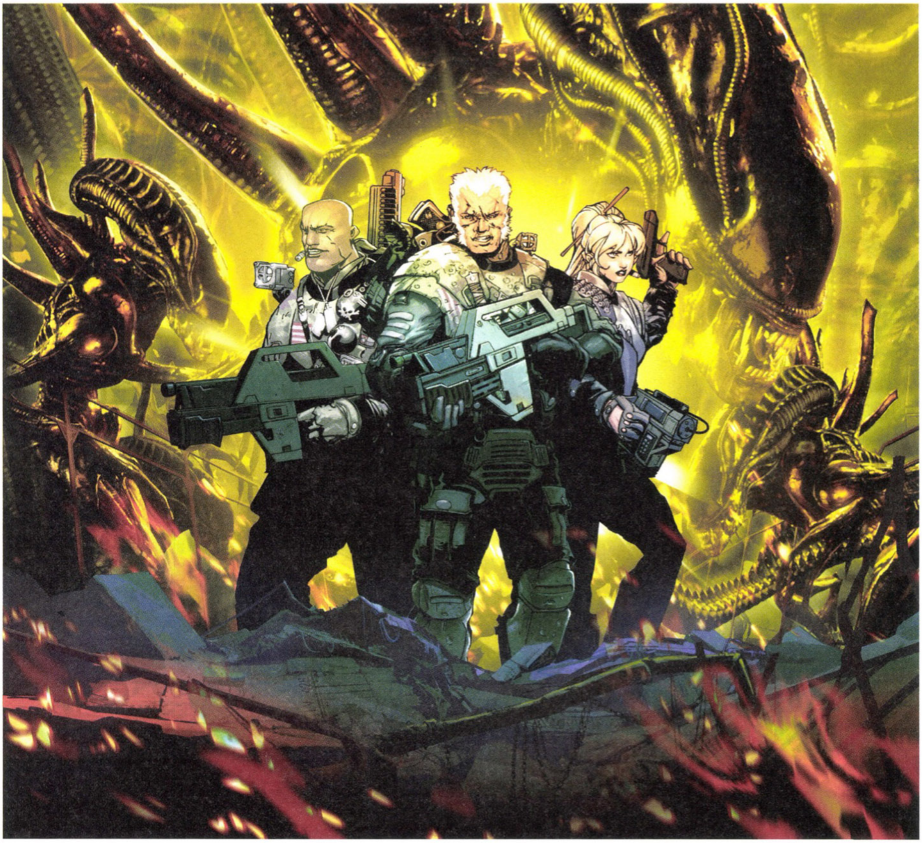
MOST WANTED Wii U GAMES:

1. UNTITLED SUPER SMASH BROS. SEQUEL

2. UNTITLED PIKMIN SEQUEL
3. BATMAN: ARKHAM CITY
4. ASSASSIN'S CREED
5. NINJA GAIDEN 3: RAZOR'S EDGE

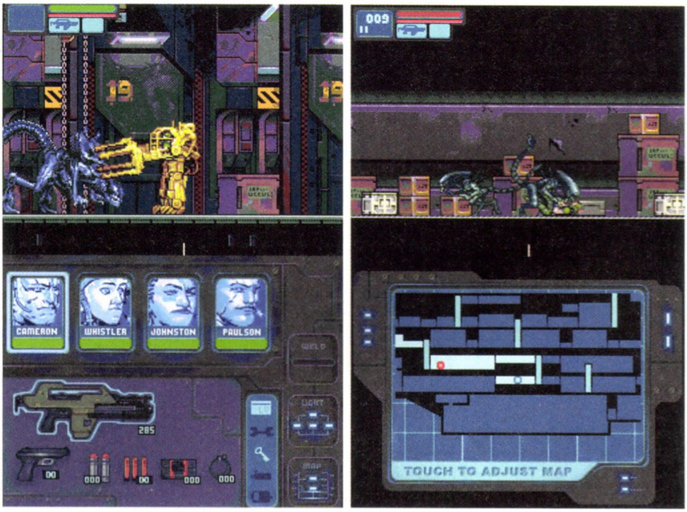
REVIVE MEGA MAN X!





Handheld Horror

In space, no one can hear you scream, but they might hear you on the bus while you play **Aliens: Infestation**.



[Left] When you climb into the iconic yellow loader, you're legally obliged to say Ripley's famous line from the movie. [Right] The xenomorphs make fierce foes. If you're not quick on the trigger, you'll get a good whiff of acid breath.

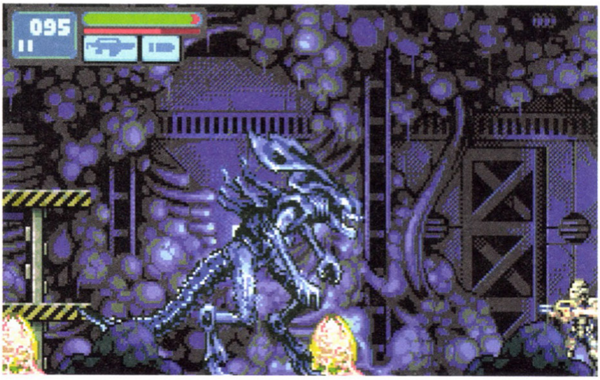
WAYFORWARD—the leading purveyor of hand-drawn gaming goodness—has one more treat in store for owners of the Nintendo DS handheld. The studio behind Contra 4 and Shantae is teaming up with Sega for Aliens: Infestation, a system-exclusive side-scroller that mixes Contra-style action with Metroid-inspired map design. And, of course, some of the most impressive pixel art you'll find in a portable game.

Set just after the events of James Cameron's *Aliens* film, Infestation follows a squad of four Colonial Marines as they embark on a mission to the *U.S.S. Sulaco*. That's the starship that transported Ripley and company to the alien-infested colony of LV-426 in the movie, and our heroes' first objective is to find out if there are any survivors on board. As the game unfolds, however, certain developments will lead the marines to various locations from both Cameron's flick and the original *Alien*. Sega has suggested that longtime fans of the franchise might even recognize a familiar face or two.

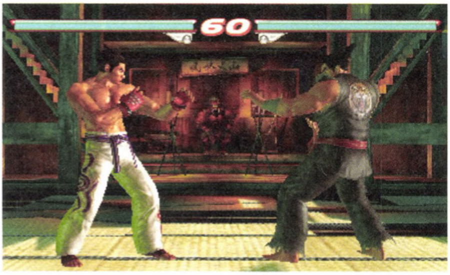
As previously touched on, the exploration aspect of Infestation borrows heavily from the Metroid series (which is sort of ironic, since that beloved franchise obviously took inspiration from *Alien*). Certain parts of the map are inaccessible until you've acquired specific items—a welding torch to cut through jammed doors, for instance. The bottom screen of the DS serves as an interactive map, and you can drop flares along the way to mark points of interest. Of course, this being Aliens, you'll also find a motion tracker that adds those foreboding trademark blips to the map when something starts moving nearby. (It's worth noting that you can bring up your inventory on the bottom screen, as well, allowing quick access to your weapons and items.)

More often than not, those blips represent something toothy and unpleasant, but they occasionally lead to one of the 15 additional troops that you can rescue and add to your playable roster. You can switch between characters at any save room, and though they all play the same, each soldier has a distinct personality and responds to story events with unique bits of dialogue. In addition, comic-book artist Chris Bachalo—whose previous work includes various X-Men titles—illustrated portraits for each character.

Aliens: Infestation is slated for an October release. Nintendo's newfangled 3D handheld may get most of the attention these days, but with offerings like this, it's not quite "Game over, man" for the original DS. **—STEVE T.**



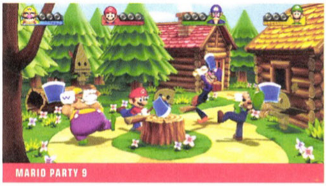
Tekken to Go



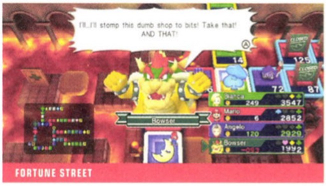
The King of Iron Fist Tournament returns to a Nintendo handheld with Tekken 3D for Nintendo 3DS.

NEARLY A DECADE AGO, Tekken made its foray—in a limited capacity—onto a Nintendo platform with Tekken Advance for Game Boy Advance. But now it looks like Nintendo 3DS owners will get a full-fledged Tekken experience on a handheld with Tekken 3D.

At this point we can comment on its looks alone, as we saw only a tech demo that featured characters such as Asuka Kazama, Bryan Fury, Heihachi Mishima, Kazuya Mishima, and Lili Rochefort duking it out in one-on-one combat. So far the polygonal graphics are impressive, and the 3D effect provides a nice sense of depth. Additionally, director Katsuhiro Harada is focusing on maintaining a solid 60 frames per second, regardless of whether the stereoscopic 3D is active or not. Tekken 3D has no confirmed release date yet, but Harada shares, "[We] do want to have it out as soon as possible. This isn't [Namco Bandai's] line, but personally, as the director, I want to have it out this year." —**JUSTIN C.**



MARIO PARTY 9


I'll...I'll stomp this dumb shop to bits! Take that! AND THAT!
14
125
72
87
Bianca
249
3547
Mario
6
2852
Angelo
120
2929
Bowser
1992
Bowser

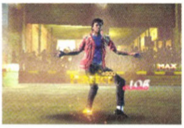
FORTUNE STREET

Party Animal

The upcoming Mario Party 9 and Fortune Street prove that the Wii console still knows how to throw a shindig.

Wii HAS HOSTED more than its share of multiplayer party games, but the platform is far from partied out. At June's E3 trade event, Nintendo announced that Mario Party will be returning to the system after a five-year absence, and that there will be big changes in store for the series's ninth installment. Early footage of the game shows all of the players carpooling around the track in a single giant car, hinting at a new mode in which competitors can stick together throughout the game. Mario Party 9 may also have a new focus on the platform-style action that its cast members are most famous for; many of the new challenges seem to feature side-scrolling segments or Donkey Kong–esque jumping puzzles.

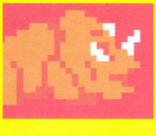
Players who are looking for a new kind of party can find one in Fortune Street, a game based on the financial mechanics of classic board games like Monopoly. Fortune Street is the latest in Japan's long-running Itadaki Street franchise, which is another famous creation of Dragon Quest mastermind Yuji Horii. The series puts players in the shoes of characters from the worlds of both Dragon Quest and Mario, and tasks them with buying and managing shops and other investments to build a massive personal fortune. Fortune Street is scheduled for release this holiday season. —**CASEY L.**



Don't Stop 'Til You Get Enough

If you didn't get your fill of The King of Pop when Michael Jackson: The Experience hit game systems last year, worry not: the title is on its way to the Nintendo 3DS handheld courtesy of Ubisoft. Like the Wii and DS versions of the game, the N3DS edition features the music, scenery, and choreography of some of MJ's most popular performances, but the touch-screen-based gameplay here is completely new.

A WINNER IS...
Forgotten NES franchises.



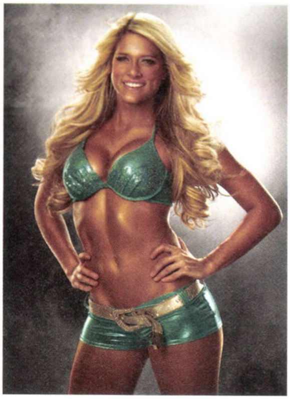
DODONGO DISLIKES...
Unprovoked bomb-baiting in a recent Zelda remake.

Beauty and Brawn

WWE performers Kelly Kelly and Alberto Del Rio step out of the ring and into the world of video games to discuss THQ's WWE '12.

According to THQ, the company's next WWE title for Wii—titled WWE '12—will be bigger, badder, and better than any wrestling game that's come before. It not only features a new engine, but also improvements across the board, such as enhanced animation, better camera angles, new gameplay systems, and, of course, an updated talent roster—which includes 2011 Royal Rumble winner Alberto Del Rio and WWE Divas champion Kelly Kelly. These two popular performers recently took some time out of their busy schedules to talk video games with Nintendo Power. —CHRIS H.

KELLY KELLY



NINTENDO POWER You've been in more than a few WWE video games now. What are your personal thoughts on being turned into a video game character?

KELLY KELLY I definitely never thought I'd be turned into a video game character. It's a pretty big dream that's come true for me. My family is so excited about it and every year they go out and get the game. It's awesome to play myself; it's really cool.

So you never considered this would be part of the gig when you were training to be in WWE?

Well, I'd hoped so. I always hoped that I'd be part of a video game and all that stuff. It's been four years now, so it's pretty cool.

Are you a video game player yourself?

[Laughs] I like to play myself on the WWE games, but that's about it. I'm not a big video gamer. But I should be, and I want to get into it more.

What would it take for you to become a big video game player?

A really good teacher. [Laughs]

Is there some kind of game that might pique your interest?

Well, I was always into Sega, and Mario, and all that stuff. So something like that, yeah. I don't like fighting zombies or any of that stuff, but to each his own.

Have you tried nintendogs, the puppy-raising game? Would that be more up your alley?

[Laughs] Probably, that would be more my speed.

As far as your in-game character goes in the WWE series, how would you like to see her be different than the way she was portrayed in previous games?

I want her to look a lot more like me. In past years—it's good, but I hope and expect this year to be even better. I can't wait to see what they come up with.

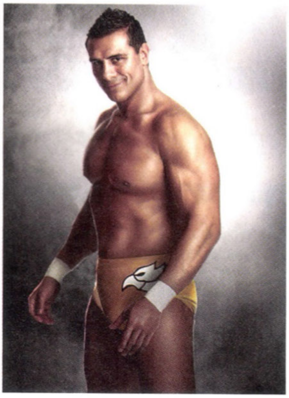
What do you think of the way females are portrayed in video games—how it has progressed over the years?

It's progressed a lot—we finally have entrances now. They're really focusing on our moves more and not just random moves that don't apply to us. So you look back and see what they've done before, and how it is now, and it's come such a long way.

Gamers might not necessarily be the most articulate when it comes to talking to an attractive woman. What would your advice be for those video gamers that need some advice in talking to members of the opposite sex?

I would just say be confident. You know what I mean? Be confident in who you are—walk up to that hot girl and ask her what's up and just make a conversation. Don't be scared, don't be shy. She likes that. I like confident men. [Laughs]

ALBERTO DEL RIO



NINTENDO POWER It's your first time in a video game. Is that something you ever thought would be happening?

ALBERT DEL RIO Well, yes. That's the reason I came to WWE, and this is like a dream come true. I'm a big fan of video games, so it's something really great for me.

What's the most important thing when it comes to making sure your character is accurately portrayed in a video game?

I'm watching them for the first time and [the character] looks just like me. It's incredible, so I'm really happy. These guys work with us all the time, and I think they've done a pretty good job.

I was about to ask if your personal ring announcer was in the video game, but I can clearly see now that he is.

[Laughs] Yeah I'm pretty sure he's going to go crazy when he finds out that he's in the video game.

You said you are a big fan of video games. What kind of games did you like to play growing up?

My favorite ones are the football/soccer games, and Resident Evil. I've been a fan of Resident Evil for years, since I was younger, and I saw they're doing a new one, so I'm going to go buy it. [Laughs]

Yeah, there are going to be two Resident Evil games on the Nintendo 3DS. One's already out. Are you going to be getting those?

Yes. Actually, I just texted my little brother. I have a little brother who's 18 years old, and he's a big fan of video games. I told him that I saw [some Resident Evil merchandise], and of course I'm going to go get it.

If you couldn't play as yourself in the WWE '12, who would you play as?

We have some legends...in this video game, WWE '12, so I'd probably have to play as Andre the Giant.

Expert Opinions

Some of our favorite game developers share their early impressions of the Wii U console.

Yosuke Hayashi
Team Ninja

"Thinking about your average home, I believe just getting your turn at the TV is an even bigger challenge than trying to sit through and play a game until the end. That's the situation at my house, and the same goes for many other developers. I think this also applies to many, many gamers out there, who want to play their games, but the TV is occupied so they can't have a go at it.

"I believe that Nintendo has found a perfect solution to this problem. As with the Wii console, you can enjoy Wii U in the living room with your whole family. Looking at the system's specs and its graphical performance, it doesn't have a huge advantage over its competitors, but it does have a clear-cut solution to one of our real problems."

Jeremiah Slaczka
5th Cell

"As a developer that thrives on innovation, the Wii U is very exciting for us. The more options you give a designer, and the fewer limitations you impose, the more creative and inventive we can become. Nintendo has done a great job addressing its two biggest problems from the original Wii: system power and usable innovation.

"Firstly, the raw power behind the system means that developers are no longer limited by hardware constraints; they can realize their ideas far better than they ever could with Wii. Additionally, while the original Wii Remote lacked true, usable depth, the new controller offers us numerous options in terms of gameplay originality. Utilizing the touch and tilt functionality, camera, and microphone, along with the secondary controller screen, allows for asymmetrical gameplay that has never before been possible on the scale Wii U offers. There are bound to be many completely unique designs that will emerge over the system's lifetime that we can't even fathom at this point. Who didn't love The Legend of Zelda: Four Swords? We can do things like that, but ten times better now. I'm excited!"

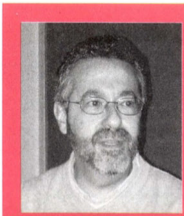
Yuji Naka | Prope

"I am always excited when new hardware comes out. Wii U puts a screen right in your hands, which can provide different information from what you see on the TV screen and allows you to give commands by directly touching the screen. It's making me constantly think about what type of new gameplay can be done using this system. Hopefully I'll be able to create a title that would surprise everyone."

Katsuhiro Harada
Namco Bandai

"When I first saw the hardware, the first and strongest impression I had was that it's so different from other platforms. Naturally, if you're going to take your game to the Wii U, you would have to have some sort of exclusive content just because the interface and controller are so different. That was the main thing that really stood out.

Once they saw the hardware, some people might think about how they're going to make something for the controller or interface, and wonder what they could do. My first thoughts were not that, but that there were things in the past that I wanted to do but couldn't, and look like they could now be made possible by that. Those are my impressions on the hardware."



Warren Spector
Junction Point

"No surprise, when Nintendo goes 'next gen' they do it a little differently than everyone else. Sure the Wii U has graphical power to burn—we can make great-looking games for it. And it's nice to see a bit more emphasis on interconnectivity and all. But then you go, 'no hard drive?' and 'another entirely new approach to controllers and game controls?' and all of sudden you're in a whole new world of creativity. You're forced to think about things differently.

"The coolest thing about the Wii U to me is that it gets the creative juices flowing in entirely different directions than I'm used to. I mean, what can you do with a couple of Wii Remote/Nunchuk combos and a new controller jam-packed with capabilities? Touch screen, motion sensors, gyroscopes, buttons, d-pads, joysticks—does it slice and dice, too? Capable of mimicking what's on-screen or displaying something different? Delivering different audio than the core console? Seriously? I mean, anyone who thinks they know what they're going to do—or what the best uses of such a device are—just isn't thinking hard enough.

"Nintendo's revolution in motion control has allowed us to finally get all the stuff we were promised by sci-fi writers back in the day. But now you look at Wii U and it's all new. Again. And that about sums it up. Nintendo does it again."

Eiji Aonuma
Nintendo

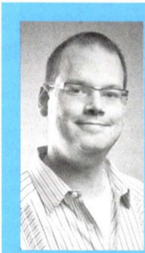
"I really think [having two screens is] one of the most exciting features of the system. Unlike the Nintendo DS, there's distance between the television and you and your other screen. That really allows for some different interactions, some of which you saw [at E3]. For example, imagine having the contents of Link's satchel available to you on the screen of your controller, and using elements of the pouch to interact with gameplay on the television.

"With The Legend of Zelda: Skyward Sword, we had the Nunchuk and Wii Remote sort of stand in for the sword and shield that Link carries. But in a game for the Wii U, I can definitely see something like the controller itself becoming the different items that Link is using, allowing you to interact with the game world and with the game items in a very different way."

Takashi Iizuka
Sonic Team

"Having an HD Nintendo console is hugely welcome, and I think the controller's built-in monitor allows us to expand gameplay as we show independent screens on the TV and the controller. With the motion controls also being available, the console further strengthens the appeal to families.

"We would like to provide something that couldn't have been done with previous consoles by utilizing the two screens."



Ray Muzyka
BioWare

"The Wii U is a compelling new platform from Nintendo; one that BioWare and EA are excited about. We're actively exploring development possibilities. The new interface provides a lot of new options for interactivity, and frankly it's great to see the power of the new system and think about all the potential!"

Matt Bozon
WayForward

"Besides the jump to HD, my favorite feature of the Wii U is its controller. For action games, we'll have the reliability of the Classic Controller layout, and the touch screen for those designs that rely on organic input. This is a huge improvement over the Wii, where choosing organic controls meant sacrificing pinpoint accuracy.

"I definitely feel that the Wii U will have a positive impact on game development and how we play games in the home. There are so many options with this controller that we might finally escape the obligation to use all of them all at once. We could mix a traditional 'classic' game with the new ability to augment what is seen by looking at the TV through the device. Imagine using a scan visor to reveal hidden paths behind a wall, and then using the trusty classic controls to navigate through the path. I don't think there will be any shortage of fresh ideas!"

POWER QUIZ

EASY

What is the name of the multicolored track that often appears at the end of the Special Cup in Mario Kart games?

LAP 1/3
TIME 0'00"08

AVERAGE

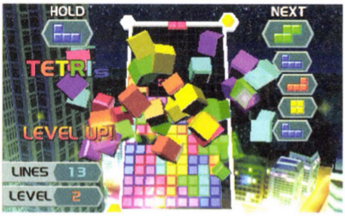
What was the first Mario Kart title to feature online play?

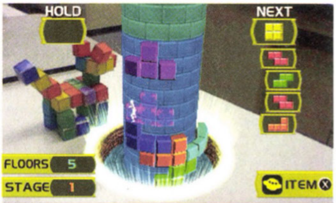
HARDCORE

What rarely seen Mario Kart power-up item makes the player's kart jump and spin?

ANSWERS

EASY: Rainbow Road; AVERAGE: Mario Kart DS; HARDCORE: The Feather





FLOORS 5
LEVEL 1
TIME 0'15"83
BEST TIME
STAGE 1

Tetris Cubed

The falling-block game that invented a genre has begun a steady descent toward the Nintendo 3DS.

TETRIS HAS EVOLVED a lot in the two-plus decades since it became a blockbuster hit on the original Game Boy. Due in October, this newest version of the classic puzzler features more than 20 different game modes, each adding original twists to the series's simple yet addictive gameplay. Several of those offerings are designed to support groups of up to eight players, with five different modes available for local wireless play and three for download play. There are also three game types (for up to six participants) that can be played online. The title even features two augmented-reality modes that allow you to play Tetris on any real-world object onto which you can stick the game's exclusive AR Card. And, needless to say, they can all be enjoyed in stereostopic 3D. If that's not enough Tetris for you, then, frankly, we have to wonder whether you can *ever* be satisfied. —**CASEY L.**

Purple Portable

An exclusive version of **Skylanders: Spyro's Adventure** brings Activision's fusion of toys and video games to Nintendo 3DS.

WE PREVIEWED Skylanders: Spyro's Adventure for the Wii system in last month's issue, but the game is also coming to the Nintendo 3DS. Like its console counterpart, the handheld version comes with a Portal of Power accessory that allows you to transport real-world action figures into Spyro's digital universe. Every Skylanders figure is compatible with both versions of the game, and each character's upgrades and accessories are saved directly to the toy, so they carry over from one platform to the other.

The N3DS title is being built from the ground up by Vicarious Visions and has a greater slant toward platforming than the combat-heavy console iteration. It also comes with an exclusive Dark Spyro figure, and you can load two characters into the game at once (swapping between them via the bottom screen) for those occasions when you're on the go and can't lug all of your toys with you. —**STEVE T.**

BASED ON THE BEST SELLING DS GAME!
ADVENTURE
+
MYSTERY!
x
BRAIN TEASERS
PROFESSOR LAYTON
ETERNAL DIVA
DVD

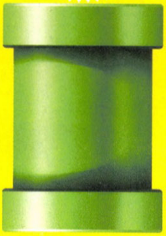
Diva of the DVD

The Japanese animated film Professor Layton and the Eternal Diva, which takes place between the first two Nintendo DS Layton games, is headed to American DVD players courtesy of VIZ Media. Faithful to the spirit of the series, Eternal Diva mixes crafty logic puzzles into its mystery-packed plot.

WARP ZONE

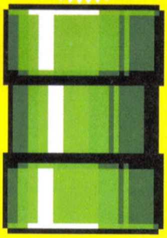
What we were writing about way back when

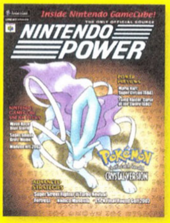
5 YEARS AGO



At the 2006 Electronic Entertainment Expo, Nintendo fully raised the curtain on a little piece of hardware called Wii. At the time, no one knew it would become an industry-changing behemoth, but we had a hunch it was gonna be something special. Nintendo Power responded with loads of Wii coverage, including looks at The Legend of Zelda: Twilight Princess, Metroid Prime 3: Corruption, Super Mario Galaxy, and Super Smash Bros. Brawl.

10 YEARS AGO





Inside Nintendo GameCube!

THE ONLY OFFICIAL SOURCE

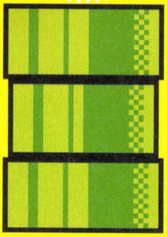
NINTENDO POWER

POKéMON CRYSTAL VERSION

ADVANCED STRATEGIES

With the Game Boy Advance on store shelves and the GameCube only a few months away, August 2001 was a good time to be a Nintendo fan. But it was the latest installment of the ever-popular Pokémon franchise—Pokémon Crystal Version—that nabbed the issue's cover spot. The issue also featured titles such as Mario Kart: Super Circuit, Super Street Fighter II Turbo Revival, and—a decade after the release of its NES counterpart—the Game Boy Color version of Dragon Quest III.

20 YEARS AGO



BIO FORCE APE

Nearly two years after the system was released, a Game Boy game—Mega Man: Dr. Wily's Revenge—claimed the cover of Nintendo Power for the first time. But that wasn't the only big-name game in the issue; other standouts included Ninja Gaiden III (NES), Dragon Warrior III (NES), and Super Mario World (SNES). One of the most curious articles was a preview of Bio Force Ape, an NES game about a genetically altered simian with pro-wrestling skills. The game never came out.

Virtually Unlimited Entertainment

SOLITAIRE OVERLOAD PLUS
101 Mahjong · 202 Solitaire · 303 Tangram · 101 Picture Puzzles
ALMOST UNLIMITED PLAY!

ULTIMATE PUZZLE GAMES Sudoku Edition
Unlimited Puzzles!
9 x 9 Grids
8 x 8 Grids
6 x 6 Grids
4 x 4 Grids
Sudoku Solver
Difficulty Levels
Great 2 Player Modes
plus........GAME SHARE!

SOLITAIRE OVERLOAD
101 GAMES
FreeCell • Klondike • Golf
Pyramid • Yukon • Spider
...and 95 more games!
...YOU MASTER THEM ALL?

NOW available for iPad

All Games Designed with VUE™ Technology

EVERYONE E CONTENT RATED BY ESRB

AVAILABLE AT

BEST BUY Thousands of Possibilities | GET YOURS
GameStop power to the players
amazon.com
TARGET

TELEGAMES®

Web site: www.telegames.com

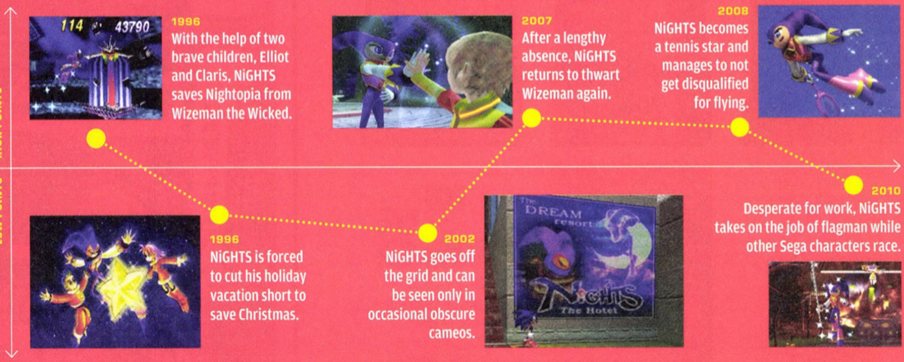
FIRST APPEARANCE:
NiGHTS INTO DREAMS
SEGA SATURN, 1996

STAR POWER
A closer look at the characters we love

NiGHTS

This carefree, purple-clad prankster will whisk you away for an adventure beyond your wildest dreams.

CAREER GRAPH



1996 With the help of two brave children, Elliot and Claris, NiGHTS saves Nightopia from Wizeman the Wicked.

1996 NiGHTS is forced to cut his holiday vacation short to save Christmas.

2002 NiGHTS goes off the grid and can be seen only in occasional obscure cameos.

2007 After a lengthy absence, NiGHTS returns to thwart Wizeman again.

2008 NiGHTS becomes a tennis star and manages to not get disqualified for flying.

2010 Desperate for work, NiGHTS takes on the job of flagman while other Sega characters race.

OUR FAVORITE NiGHTS GAMES

NiGHTS into Dreams

SEGA SATURN, 1996

Created by Sega's Sonic Team, NiGHTS's debut was unlike anything gamers had experienced before. The gameplay is fairly linear, but the unique sensation of flight and incredibly imaginative worlds let the game soar.

Christmas NiGHTS

SEGA SATURN, 1996

Essentially a one-level sampler of NiGHTS into Dreams, Christmas NiGHTS relies on the Saturn's internal clock to change the game with the real-life seasons. The world transforms into a wintry celebration when the holidays roll around, complete with bonus "gifts."

547900
NiGHTS
You are in Blue Chip mode!

Sonic Pinball Party

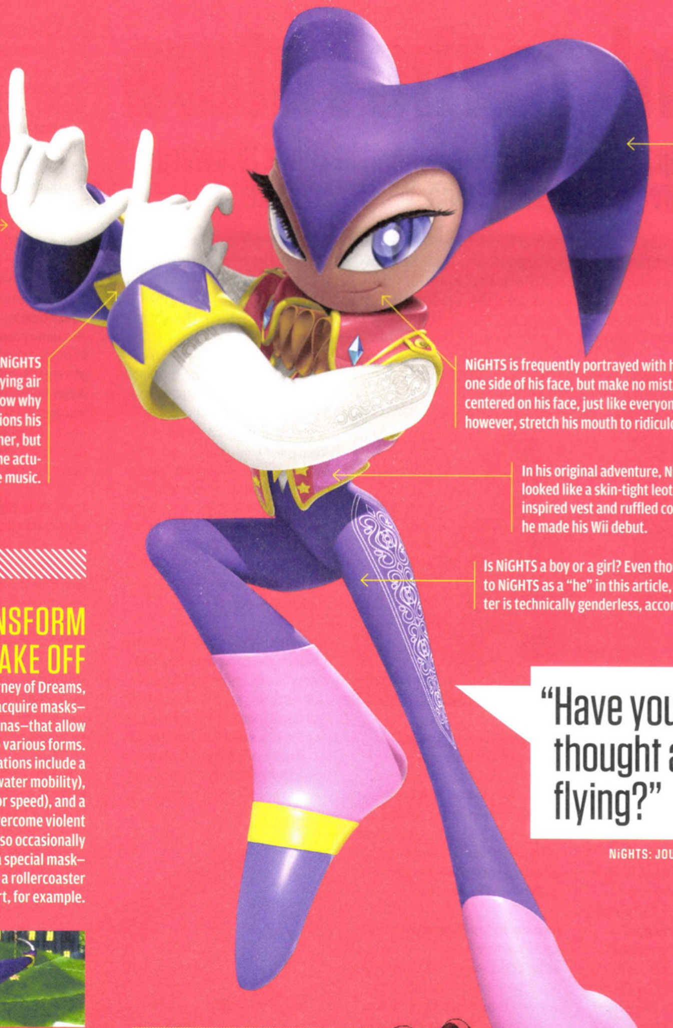
GAME BOY ADVANCE, 2003

The NiGHTS pinball table featured in Sonic Pinball Party does a great job of capturing the essence of NiGHTS into Dreams. The goals—such as reclaiming stolen Ideyas—come straight from the Saturn game, as do the excellent tunes.

NiGHTS: Journey of Dreams

Wii, 2007

Boasting gorgeous visuals and more-varied gameplay, this title was a dream come true for fans who had waited more than a decade for a true NiGHTS sequel. It's not quite as magical as the original NiGHTS, but it's a fine game in its own right.



NiGHTS's hands may be his most valuable weapon. When he flies, they emit magical dust, and by flying in a circle he can use the dust to create a Paraloop, which snags items and sucks in enemies. He also frequently grabs onto foes.

NiGHTS's peculiar purple headgear is reminiscent of both a sleeping cap and a jester's hat. Clearly he isn't concerned about the latest fashion trends.

Forget air guitar; NiGHTS is all about playing air flute. We don't know why he frequently positions his hands in this manner, but when he does so he actually *can* produce music.

NiGHTS is frequently portrayed with his mouth far off to one side of his face, but make no mistake—his mouth is centered on his face, just like everyone else's. NiGHTS can, however, stretch his mouth to ridiculous proportions.

In his original adventure, NiGHTS wore what looked like a skin-tight leotard. His ornate circus-inspired vest and ruffled collar were added when he made his Wii debut.

Is NiGHTS a boy or a girl? Even though we refer to NiGHTS as a "he" in this article, the character is technically genderless, according to Sega.

NiGHTS has unusually large feet, which is kinda ironic since he never walks. NiGHTS flies wherever he goes; he hates being restrained, even by gravity. When NiGHTS uses his speedy Drill-Dash attack, his feet and legs seemingly disappear, replaced by a trail of light.

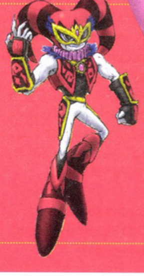
TRANSFORM AND TAKE OFF

In NiGHTS: Journey of Dreams, NiGHTS is able to acquire masks—also known as Personas—that allow him to turn into various forms. These transformations include a dolphin (for underwater mobility), a rocket (for superior speed), and a dragon (which can overcome violent winds). NiGHTS can also occasionally transform without a special mask—into a river raft and a rollercoaster cart, for example.

> "Have you ever thought about flying?"
>
> NiGHTS: JOURNEY OF DREAMS
> Wii, 2007

THE ANTI-NIGHTS

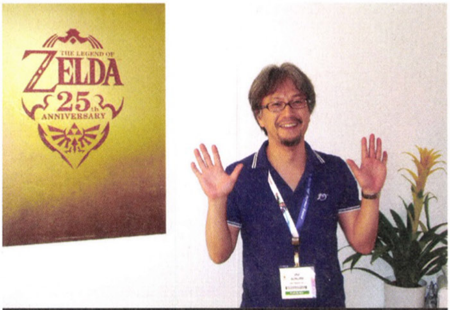
Garbed in a red-and-black outfit that's fairly similar to NiGHTS's attire, Reala could be considered NiGHTS's polar opposite. Both entities were created by Wizeman the Wicked, but while the cheerful, fun-loving NiGHTS broke free from his insidious master, cruel Reala remains a loyal servant of evil. Reala refers to NiGHTS as his sibling.



A Link to the Future

Producer **Eiji Aonuma** talks The Legend of Zelda: Skyward Sword, anniversary celebrations, Wii U, and more.

Eiji Aonuma is a busy man. As the producer of Nintendo's beloved Zelda series, he's not only wrapping up development on The Legend of Zelda: Skyward Sword for the Wii system (check out the preview in this issue), but he's also knee-deep in preparations for the franchise's worldwide 25th anniversary and is gearing up for Nintendo's next piece of revolutionary hardware, the Wii U console. Despite his hectic schedule, Aonuma recently took the time to sit down with Nintendo Power and discuss all things Zelda. —CHRIS H.



Eiji Aonuma is guiding the Zelda series to its 25th anniversary and beyond.

NINTENDO POWER It's been a year since we last talked, and since I last played The Legend of Zelda: Skyward Sword. How has development gone? Have there been any changes or unexpected occurrences during development?

EIJI AONUMA Skyward Sword, in that year since you last played it, has really come along nicely. We're at that point where we're applying polish and really trying to bring together the Japanese version, so it's in its final stages. Over the last two months or so, [Zelda creator] Mr. [Shigeru] Miyamoto has been working with me and my group to help put the finishing touches on the game. We want to continue working on it and refine and polish it even further, so...I intend to be fully involved in that work for a while. And also, localization is obviously going to be underway soon.

Additionally, in regards to your question of what's changed and what sort of things have happened in the past year, I think we have succeeded in making a game that uses the Wii MotionPlus to provide some incredibly satisfying sword combat. I feel that was a great success, but once we achieved that, it became a matter of saying, "How many other ways can we enrich gameplay? How can we continue to flesh out the gameplay experience?" So a lot of our work has also focused around increasing the variety and richness of the gameplay, especially in this past year.

How would you characterize the game's story?

As far as the story itself is concerned, one big point that makes it a very different experience is that in most Zelda games, the Master Sword has been something that Link seeks out, finds, and uses to destroy Ganon. This time around, it's more centered on the creation of the Master Sword—the way it was born, so to speak. Link kind of forges it along the way. It's more centered on that, which is a different pattern than we have had in a lot of ways.

How would you describe the relationship between Link and Zelda in this game?

The relationship between the two of them is one of being great childhood friends. They grew up together in Skyloft—this village on the clouds—and they have a great relationship. Then something happens and Zelda is taken away, and Link must chase after her and dive into this world that he's never ventured to, and no one's ever been to before, in order to find her. One thing that I think has been really distinct about this story is that Zelda is in no way a princess in the traditional sense.

Speaking of Zelda, what were your goals in designing her new look?

One of the things that I said before was that she is supposed to be Link's childhood friend, so we tried to give her a design that made her feel sort of relatable and have that warmth to her. But at the same time as you venture deeper into the story, you find a different side to her. She's this sweet childhood friend you have in the beginning, but as the story progresses and the gravity of the situation increases, she becomes someone who has a little bit of a different side to her—someone who's willing to face the tremendous fate that's been placed on her shoulders. So that's something we tried to incorporate into the design of who she is.

Is there any significance to Zelda's harp? Is it the same harp Sheik has in Ocarina of Time?

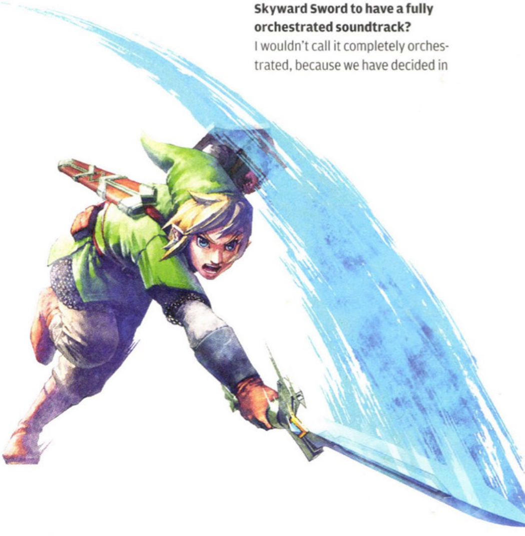
This time around, the harp comes into Link's hands during the course of the game and is used to help the player find something important. You actually need to play the harp to use it, so to speak. The design is the same as the harp that Sheik has in Ocarina of Time.

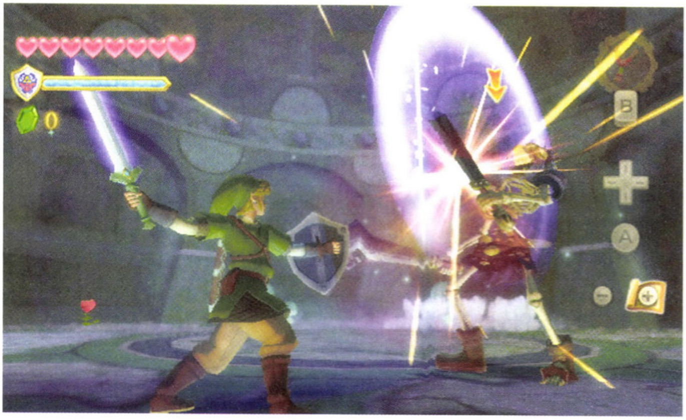
Is it safe to say that the harp is the game's musical component?

Yes, the harp is sort of the central instrument that you'll see this time. With a lot of previous Zelda games it has been about inputting specific notes to compose things. Given the nature of what a harp is, and the fact that it's an instrument that one strums, this time around we're using the Wii MotionPlus to really make it based on the rhythm of strumming to get across the music element.

Given the orchestral performance of Zelda music at Nintendo's E3 press conference, can we expect Skyward Sword to have a fully orchestrated soundtrack?

I wouldn't call it completely orchestrated, because we have decided in





certain situations and parts of the game to use music based on what the Wii can synthesize in order to provide more effective music. But there are quite a few songs during the course of the game that are fully orchestrated and recorded.

I've also been wondering about this Lord Ghirahim. Who is he, and why is he so creepy?
Thinking about Ganon, the prototypical villain in the Legend of Zelda series—he's a very masculine, powerful, evil character that anyone can look at and realize is your archenemy in the game. This time around, I thought that if we featured a character similar in presentation to Ganon, it really wouldn't make much of a difference and that new character wouldn't have much impact. I wanted to make a character that contrasted what people think about Ganon—someone who is a little bit mysterious and kind of makes people think, "well, I don't really know what to make of this somewhat terrifying character." That was sort of my goal in making a character like Ghirahim, and that's basically why I did that.

Is he related to Vaati from The Legend of Zelda: Minish Cap and The Legend of Zelda: Four Swords Adventures? He's also very white and has similar eye makeup.
Well, the director on the project this time around is Mr. Fujibayashi, who also worked on Minish Cap. Perhaps there's something about Mr. Fujibayashi's sensibilities in regards to design that might have influenced both characters. But beyond that, I don't think so.

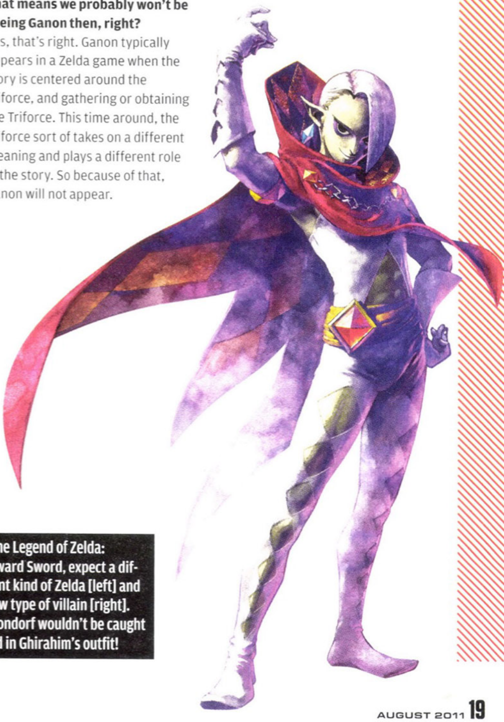
Ghirahim also reminds me a lot of David Bowie.
[Laughs] I can certainly see that. One of the things that relates to what I said about contrasting Ganon is that he does have sort of unisex-like, genderless feel to him. I can certainly see the resemblance there.

Where does Skyward Sword fall in the timeline? Is it the first game? Does it come between Minish Cap and Ocarina of Time?
Well, calling it the first Zelda might sort of box me in, but what I would like to say is that it does come before Ocarina of Time.

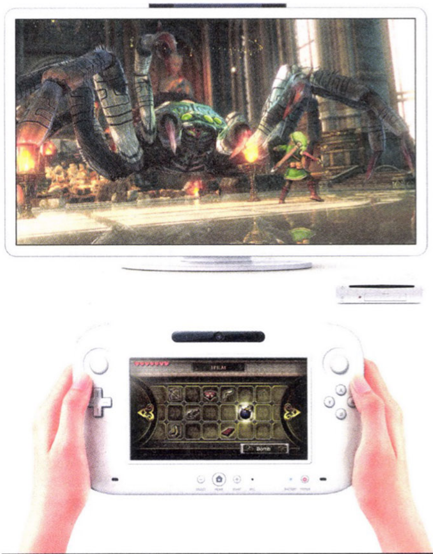
That means we probably won't be seeing Ganon then, right?
Yes, that's right. Ganon typically appears in a Zelda game when the story is centered around the Triforce, and gathering or obtaining the Triforce. This time around, the Triforce sort of takes on a different meaning and plays a different role in the story. So because of that, Ganon will not appear.

Who are the characters with Link at the start of the bird race? Not just the other competitors, but also the older guy.
The people you saw in the opening scene are part of—we don't have an official name for it yet—a sort of academy, a knight academy, that Link is a part of and [they] oversee the school, and [the people are] also his classmates. So in that sense, this is a game that really puts Link in a different context and a different environment.

When it comes to the birds, will you be riding them more than just in the race minigame that's been shown? Will they be a form of transportation?
No, the birds aren't just for racing in this game. In the context of the story, Link lives in this world above the clouds, but eventually has to dip below to the surface world in order to move things forward. So [the birds] are key to accessing those areas. In addition to that, there's a vast world above the clouds as well—little islands floating in the sky all over the place that you can explore, and there are events and scenarios



In The Legend of Zelda: Skyward Sword, expect a different kind of Zelda [left] and a new type of villain [right]. Ganondorf wouldn't be caught dead in Ghirahim's outfit!



The Wii U Zelda demo represents only one possible direction for the series.

that play out there as well, which are accessed by riding your bird. But one thing I'd like to emphasize is, when you think about it—for example, how Spirit Tracks had the train and Wind Waker had the boat that you rode around in—there's a lot of stuff that happens when you're in transit. [The bird is] sort of a new form of that mechanic in that it's a vehicle that allows you to do other things and takes you to other places.

I heard a rumor that this may be the longest and deepest Zelda game ever made. Is that true?
It's certainly no rumor whatsoever. It is definitely a tremendous game—there is so much content that Mr. Miyamoto and I haven't been able to thoroughly play it all. We're obviously in the process of doing the refinement, but the fact that we're still chewing through the content as we go is testament to the fact that it is a game backed by a tremendous volume of gameplay and content.

When I say volume, it's not necessarily just that there's a big world out there to explore. You come to understand the structures of things in your world, and you'll see a broadening of a kind of gameplay that goes on in these structures as you're playing through. So that's one way that the game has tremendous volume.

If you had more time and an unlimited budget, what else would you do to celebrate Zelda's 25th anniversary?
If what we're really talking about is sort of a "sky is the limit" approach to things, I always thought it would be really cool to have a real Zelda movie, something really grand and sweeping. But, of course, I have neither the time nor the wherewithal for that, and even if I did have the money to make such a movie, I don't know if it would turn out well. But there are those days when I fantasize about how cool it would be if something like that would happen sometime in the future.

Now that handheld systems are powerful enough to provide the kind of Zelda experience that has previously been available only on consoles, will there be any differentiation between the two styles going forward?
Certainly in making the DS titles as handheld Zeldas, one of the goals has always been to make something that you can play in little bits and pieces so that you have a little fun, put it away and do something else, and come back to it. That's sort of the accessibility of playing the game in bite-sized chunks. But as you pointed out, Ocarina of Time is a fully fledged, previously console Zelda that is now portable. So in that sense, yes, the ability to deliver that kind of experience is now available for handheld as well; it's not just in the domain of consoles anymore. However, if that's the case and we can deliver what people previously considered a console experience to a handheld, it makes me think, "Well, what can we do to make those home-console Zeldas that much more engrossing and appropriate for being in your room and spending the time to really dive deep into the game?" So that's a theme that I'm certainly going to carry through into future development. One way that I've really thought about it is that motion controls, for example, are great fun when you're in your room and swinging your sword. But if you think about it, if you were to do that out in public in front of people, it may not be the best experience for everyone. So I definitely want to continue to think about experiences that suit themselves to long periods of deep exploration in gameplay at home, and also look more at what types of gameplay are best suited for being out and about.

After playing Ocarina of Time 3D, the next question that comes to mind is: Will we get a Majora's Mask remake next?
Would you like to play such a remake?

Well, yes!
It's been 13 years since Ocarina of Time was originally released, and one of the big things that made this remake possible was that there was an outpour of emotion from people who said they would like to see this game done. We said we could do it in 3D, so we did. I think certainly if there were a similar outpour of emotion and clamor from fans for a remake of Majora's Mask, it wouldn't be an utter impossibility.

Thinking on it now, having a handheld Majora's Mask where you could kind of just set things down on your own time—close it, set it aside, and come back to it later—might be a gameplay element that some fans will actually take to and might really appreciate. Especially considering how you really had to rush through the original game, in a sense.

Do you have any ideas percolating regarding how you'd like to see a Zelda game play on Wii U?
Obviously software sort of evolves along with hardware and the functions that are built into hardware. I think if I was to give away all the ideas that are floating around, it wouldn't be as much fun when those products actually come to life. But one thing I certainly find myself liking a lot—that you saw in the Wii U Zelda HD experience—is the idea of being able to pull your map onto a separate screen and really make use of that separate display in order to make your adventure more exciting and more streamlined. That is certainly something I find very appealing.

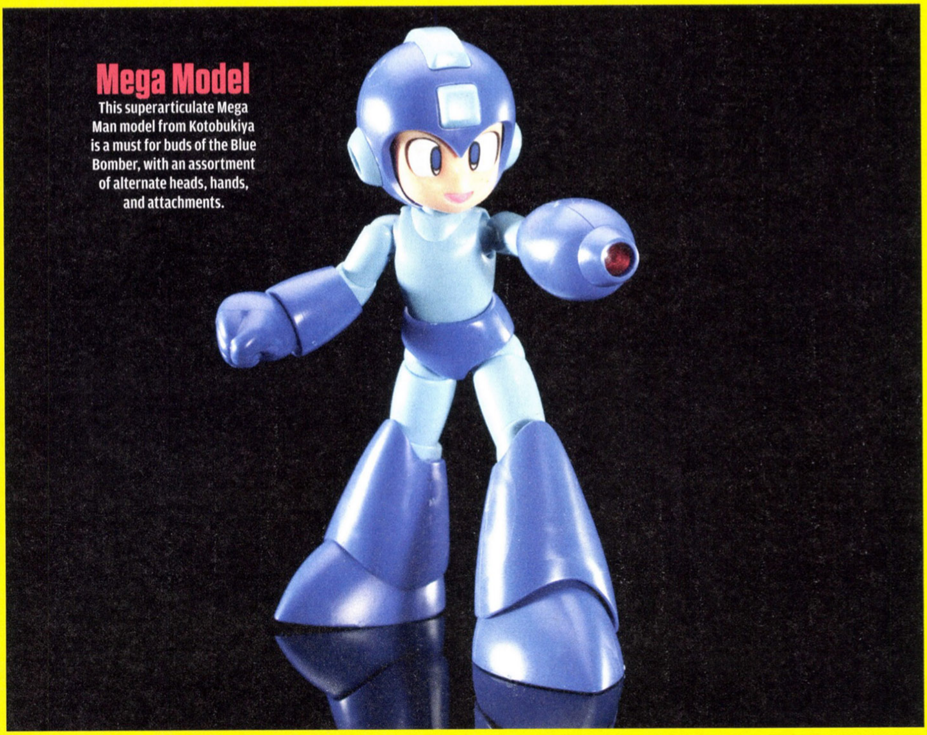
Speaking of that demo, is the Twilight Princess art style what you'd like to use for a Zelda game on the Wii U console?
Not necessarily. Really, this time around it was more about seeing what we can do with the Wii U. In making the experience, we had the Twilight Princess art style as a base more or less to gauge what we were doing. But for a Wii U Zelda in the future, there's no art style or design direction that's been laid down—we're very open to different possibilities.

COMING SOON!
Moto
HEROZ
EVERYONE
E
CONTENT RATED BY
ESRB
Wii Ware
RedLynx

WiiWare is a trademark of Nintendo. © 2011 Nintendo.
MotoHeroz, the MotoHeroz logo, and the RedLynx logo are trademarks of RedLynx, Ltd.

COLLECTOR'S CORNER

SERIOUSLY COOL STUFF FOR SERIOUS NINTENDO FANS

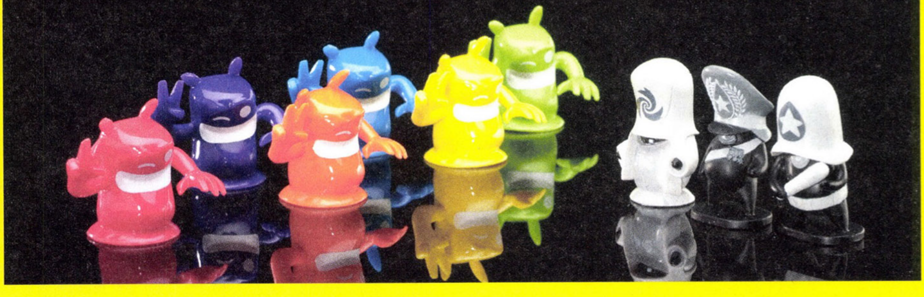


Mega Model

This superarticulate Mega Man model from Kotobukiya is a must for buds of the Blue Bomber, with an assortment of alternate heads, hands, and attachments.

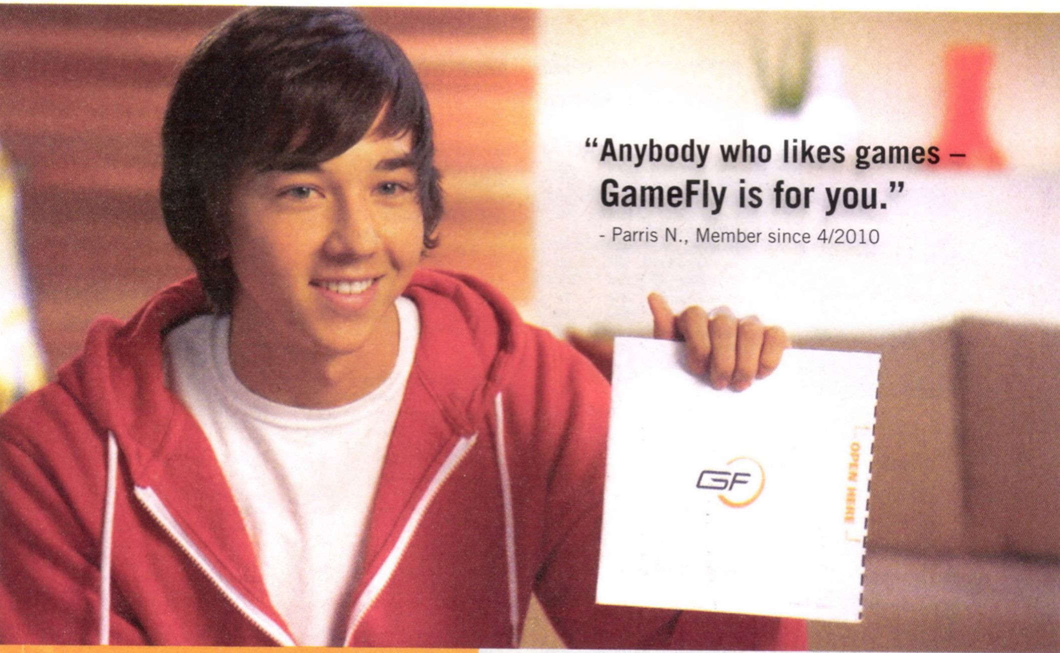
Riot of Color

This assortment of collectable de Blob 2 figurines has something for everyone, whether you're a rainbow-colored revolutionary or a cold, colorless INKT corporation crony.



PHOTOGRAPHS BY MARK MADEO

GAMEFLY.COM
Games Delivered


GF
OPEN HERE

"Anybody who likes games – GameFly is for you."
- Parris N., Member since 4/2010

EXTENDED
FREE
TRIAL

1 Go to GameFly.com

2 Click the 🕹 in top right corner

3 Enter NINTENDO

Wii
Cars 2
THE LEGEND OF ZELDA
OCARINA OF TIME 3D
NINTENDO 3DS
Wii
Harry Potter
Deathly Hallows
EA

Over 7,000 Titles

Video Game Rentals

No Late Fees

© 2011 GameFly, Inc. GAMEFLY and the GF Logo are trademarks of GameFly, Inc. All other marks used under license by their respective owners. Unless you cancel your account, your credit card will be charged for the price of your game plan at the end of your free trial. You must be 18 years of age or older and reside inside the 50 United States to use the GameFly service.

GAME FORECAST

READERS' MOST WANTED

Vote for your favorites at
www.nintendopower.com/polls

Wii

1. The Legend of Zelda: Skyward Sword
2. Kirby Wii
3. Mario Party 9
4. Rayman Origins
5. Rhythm Heaven

NINTENDO DS

1. Kirby Mass Attack
2. Professor Layton and the Last Specter
3. Shin Megami Tensei: Devil Survivor 2
4. Dragon Quest Monsters: Joker 2
5. Harvest Moon: The Tale of Two Towns

NINTENDO 3DS

1. Super Mario*
2. Mario Kart*
3. Paper Mario*
4. Luigi's Mansion 2
5. Kid Icarus: Uprising

Wii

The Adventures of Tintin*	Ubisoft	12/11
Ben 10 Galactic Racing	D3Publisher	FALL 11
Bit.Trip Complete	Aksys	9/11
The Black Eyed Peas Experience	Ubisoft	TBA
Cartoon Network Punch Time Explosion	Crave	HOL 11
Centipede: Infestation	Atari	FALL 11
Champion Jockey: G1 Jockey & Gallop Racer	Tecmo Koei	FALL 11
Country Dance 2	GameMill	11/11
DanceDanceRevolution II	Konami	FALL 11
Disney Universe	Disney	FALL 11
Driver San Francisco	Ubisoft	8/11
Family Feud 2012*	Ubisoft	11/11
Family Game Night 4: The Game Show	Electronic Arts	10/11
Family Game Night Fun Pack	Electronic Arts	10/11
Fortune Street	Nintendo	HOL 11
Generator Rex: Agent of Providence	Activision	10/11
Go Vacation	Namco Bandai	FALL 11
The Grinder	TBA	TBA
Happy Feet Two: The Videogame	Warner Bros.	FALL 11
Hard Grip: The Climbing Game	TBA	TBA
Jaws: Ultimate Predator	Majesco	FALL 11
Jimmie Johnson's Anything with an Engine	Autumn	2011
Just Dance 3	Ubisoft	FALL 11
Karaoke Revolution Glee: Volume 3	Konami	FALL 11
Kirby Wii	Nintendo	FALL 11
The Legend of Zelda: Skyward Sword	Nintendo	HOL 11
LEGO Harry Potter: Years 5-7	Warner Bros.	HOL 11
Madden NFL 12	Electronic Arts	8/11
Mario Party 9	Nintendo	TBA
Mario & Sonic at the London 2012 Olympic Games	Sega	11/11
Monopoly Collection	Electronic Arts	10/11
NCIS	Ubisoft	2011
Need for Speed: The Run	Electronic Arts	11/11
Nickelodeon Dance	2K Play	11/11
Nicktoons MLB	2K Play	9/11
Power Rangers Samurai	Namco Bandai	FALL 12
The Price is Right Decades	Ubisoft	11/11
Pyroblazer	TBA	TBA
Rayman Origins	Ubisoft	2011
Rhythm Heaven	Nintendo	TBA
Rune Factory: Tides of Destiny	Natsume	FALL 11
Sky Pirates of Neo Terra	Aspyr	TBA
Skylanders: Spyro's Adventure	Activision	10/11
Spider-Man: Edge of Time	Activision	FALL 11
Stratusphere	TBA	TBA
Trivial Pursuit: Bet You Know It	Electronic Arts	10/11
Winter Stars	Deep Silver	FALL 11
WWE '12	THQ	11/11
X-Men: Destiny	Activision	FALL 11
Zumba Fitness 2	Majesco	11/11

Wii U

Aliens: Colonial Marines	Sega	TBA
Batman: Arkham City	Warner Bros.	TBA
Battlefield 3	Electronic Arts	TBA
Darksiders II	THQ	TBA
Killer Freaks from Outer Space	Ubisoft	TBA
LEGO City Stories	Nintendo	TBA
Metro: Last Light	THQ	TBA
Ninja Gaiden III: Razor's Edge	Tecmo Koei	TBA
Pikmin*	Nintendo	TBA
Super Smash Bros.*	Nintendo	TBA
Tekken*	Namco Bandai	TBA
Tom Clancy's Ghost Recon Online	Ubisoft	TBA

NINTENDO DS

Aliens: Infestation	Sega	10/10
Ben 10 Galactic Racing	D3Publisher	FALL 11
Ben 10 Triple Pack	D3Publisher	SUM 11
Beyblade Metal Masters	Konami	11/11
Camping Mama: Outdoor Adventures	Majesco	9/11
Doodle Hex	TBA	TBA
Dora and Kai-Lan's Pet Shelter	2K Play	11/11
Dragon Quest Monsters: Joker 2	Nintendo	8/11
Generator Rex: Agent of Providence	Activision	10/11
Ghostwire: Link to the Paranormal	TBA	TBA
Happy Feet Two: The Videogame	Warner Bros.	FALL 11
Harvest Moon: The Tale of Two Towns DS	Natsume	2011
Kirby Mass Attack	Nintendo	9/11
LEGO Harry Potter: Years 5-7	Warner Bros.	HOL 11
Madden NFL Football	Electronic Arts	3/12
Moxie Girlz	GameMill	11/11
NCIS	Ubisoft	2011
Nicktoons MLB	2K Play	9/11
Pirate Battle	Orbital Media	TBA
Power Rangers Samurai	Namco Bandai	FALL 11
Pillow Pets	GameMill	11/11
Professor Layton and the Last Specter	Nintendo	FALL 11
Shin Megami Tensei: Devil Survivor 2	Atlus	WIN 12
Solatorobo: Red the Hunter	Xseed	FALL 11
Spider-Man: Edge of Time	Activision	FALL 11
Super Fossil Fighters	Nintendo	HOL 11
Team Umizoomi	2K Play	11/11
ThinkSMART Chess for Kids	Mentor	9/11
ThinkSMART Naraba: The Labyrinth of Light	Mentor	10/11
ThinkSMART Naraba: The Mysterious Palace	Mentor	10/11
Ultimate Brain Games	Telegames	WINT 12
Ultimate Card Games	Telegames	FALL 11
Wappy Dog	Activision	HOL 11
X-Men: Destiny	Activision	FALL 11
Zoobles	Activision	11/11

NINTENDO 3DS

Ace Combat 3D	Namco Bandai	2011
The Adventures of Tintin	Ubisoft	12/11
Angler's Club: Ultimate Bass Fishing 3D	D3Publisher	SUM 11
Animal Crossing*	Nintendo	TBA
Assassin's Creed: Lost Legacy	Ubisoft	TBA
Baseball*	Konami	TBA
Batman*	Warner Bros.	TBA
Ben 10 Galactic Racing	D3Publisher	FALL 11
Bit.Trip Saga	Aksys	9/11
BloodRayne: The Shroud	Majesco	TBA
Bokujyoumonogatari 3D*	Marvelous	TBA
A Boy and His Blob	Majesco	TBA
Brunswick Pro Bowling	Crave	TBA
Captain America: Super Soldier	Sega	FALL 11
Carnival Games*	Take-Two	TBA
Cave Story 3D	NIS America	11/11
Centipede: Infestation	Atari	FALL 11
Chocobo Racing 3D*	Square Enix	TBA
Contra*	Konami	TBA
Cooking Mama 4: Kitchen Magic	Majesco	10/11
Crash-City GP	Rocket	TBA
Crush 3D	Sega	9/11
Cute Puppies	Ubisoft	10/11
de Blob 2	THQ	TBA
Deca Sports Extreme	Konami	9/11
DJ Hero 3D	Activision	TBA
Doctor Lautrec and the Forgotten Knights	Konami	10/11
Dragon Ball*	Namco Bandai	TBA
Dragon Quest*	Square Enix	TBA
Driver Renegade	Ubisoft	8/11
Dynasty Warriors*	Tecmo Koei	TBA
Etrian Odyssey*	Atlus	TBA
Face Racers: Photo Finish	Majesco	9/11
Farm*	Ubisoft	11/11
FIFA 12	Electronic Arts	FALL 11
Final Fantasy*	Square Enix	TBA
Fractured Soul 3D	Ignition	2012
Frogger 3D	Konami	FALL 11
Gabrielle's Ghostly Groove 3D	Natsume	SUM 11
Generator Rex: Agent of Providence	Activision	10/11
Gundam*	Namco Bandai	TBA
Happy Feet Two: The Videogame	Warner Bros.	FALL 11
Harvest Moon: The Tale of Two Towns 3D	Natsume	2011

RED TEXT = GAMES ADDED THIS MONTH. * TENTATIVE TITLE **NOTE:** RELEASE DATES OFTEN CHANGE. ALL NINTENDO 3DS SCREENSHOTS HAVE BEEN CAPTURED IN 2D MODE.

Heroes of Ruin	Square Enix	2012
The Hidden	Majesco	10/11
Horses 3D	Ubisoft	10/11
Imagine Babyz 3D	Ubisoft	10/11
Imagine Fashion Designer	Ubisoft	10/11
James Noir's Hollywood Crimes	Ubisoft	8/11
Jaws: Ultimate Predator	Majesco	FALL 11
Kid Icarus: Uprising	Nintendo	HOL 11
Kingdom Hearts: Dream Drop Distance	Square Enix	TBA
LEGO City Stories	Nintendo	2012
LEGO Harry Potter: Years 5-7	Warner Bros.	HOL 11
Lion's Pride: Adventures in the Serengeti	Majesco	TBA
Lovely Lisa 3D	Tomy	TBA
Luigi's Mansion 2	Nintendo	2012
Mahjong Cub3D	Atlus	TBA
Mario & Sonic at the London 2012 Olympic Games	Sega	2/12
Mario Kart*	Nintendo	HOL 11
Martha Stewart	Majesco	TBA
Marvel Super Hero Squad: The Infinity Gauntlet	THQ	SUM 11
Mega Man Legends 3	Capcom	TBA
Metal Gear Solid: Snake Eater 3D	Konami	HOL 11
Michael Jackson The Experience	Ubisoft	10/11
Nano Assault	Majesco	11/11
Naruto Shippuden Action*	Tomy	TBA
NCIS*	Ubisoft	10/11
Need for Speed: The Run	Electronic Arts	11/11
Nicoli's Pencil Puzzle	Konami	FALL 11
Ninja Gaiden*	Tecmo Koei	TBA
Pac-Man Party 3D	Namco Bandai	2011
Paper Mario*	Nintendo	TBA
Pet Zombies	Majesco	10/11
Petz Fantasy 3D	Ubisoft	SUM 11
Planet Crashers 3D	Ignition	2012
Professor Layton and the Mask of Miracle*	Level-5	TBA
Puzzler Mind Gym*	Ubisoft	9/11
Rayman Origins	Ubisoft	3/12
Raving Rabbids 5*	Ubisoft	11/11
Resident Evil: Revelations	Capcom	2012
Shin Megami Tensei: Devil Survivor Overclocked	Atlus	8/11
Shin Megami Tensei: Persona*	Atlus	TBA
Shinobi	Sega	TBA
The Sims 3 Pets	Electronic Arts	FALL 11
Skylanders: Spyro's Adventure	Activision	10/11
Sonic Generations	Sega	11/11
Spider-Man: Edge of Time	Activision	FALL 11
Star Fox 64 3D	Nintendo	9/11
Sudoku Premier Edition	Majesco	TBA
Super Mario*	Nintendo	HOL 11
Super Robot*	Namco Bandai	TBA
Super Smash Bros.*	Nintendo	TBA
Tales of the Abyss	Namco Bandai	FALL 11
Tekken 3D	Namco Bandai	TBA
Tetris	Tetris Online	10/11
Thor: God of Thunder	Sega	FALL 11
VS-robo	Rocket	TBA
WonderWorld Amusement Park	Majesco	TBA
Zoo Resort	Ubisoft	SUM 11

0000001346
HYPER
NETHER
0112 × 0001

NORMAL
BIT.TRIP BEAT 3D CONCEPT
WITH LIFE COUNTER AND POWER UP INVENTORY

The Complete Beat

Experience CommanderVideo's full saga in **Bit.Trip Complete** for Wii.

GAIJIN GAMES'S Bit.Trip series made a name for itself on WiiWare with its minimalistic visual style, pounding soundtracks, varying genres, and high level of difficulty. Now all six games (Beat, Core, Void, Runner, Fate, and Flux) are coming to stores in Bit.Trip Complete. In addition to the games themselves, this compilation contains a variety of extras that should make the package enticing even to those who have already played the originals.

Fans will appreciate such bonuses as online leaderboards; new easy and hard difficulty settings; letters to fans written by the series's director; an extensive image gallery; and an audio gallery containing fan remixes, original songs, and demo versions of classic Bit.Trip tunes. The package also includes a soundtrack CD that features music from the entire saga. For those who have already mastered each of the titles, there are now 120 new challenges to complete spread out among the six entries. Players will be able to feel the groove when Aksys Games brings Bit.Trip Complete to the Wii console this September. **—PHIL T.**

Countdown to Ignition

UTV Ignition sends the Nintendo 3DS to space with **Planet Crashers 3D** and **Fractured Soul 3D**.

UTV IGNITION will bring two titles to the Nintendo 3DS handheld in early 2012. The first, Planet Crashers 3D, is a system-specific entry in the growing Planet-Crashers franchise, and features quest-focused gameplay with RPG-style combat. Players assume the role of a young space cadet venturing through the galaxy to defeat an evil menace. A lighthearted tone, competitive multiplayer, and expansive character customization will be offered, all backed by the coding acumen of developers Renegade Kid (of Dementium and Moon fame).

The second title, Fractured Soul 3D, is a new action-platform game, and will exhibit an intriguing twist; it will be played across both N3DS screens, requiring players to negotiate perils in two places at once. The plot casts you as an interplanetary rogue who must confront his inner demons while escaping a rancorous space station. The game spans 20 levels involving a broad variety of challenges, along with a focus on repeat play. **—PATRICK C**

FRACTURED SOUL 3D

L
EYES
R
EXP:0
STR:0
DEX:0
SPD:0
0G

PLANET CRASHERS 3D

DOWNLOAD

IN THIS SECTION

NINTENDO 3DS DOWNLOAD PREVIEW
The Rolling Western

NINTENDO 3DS DOWNLOAD BONUS
Pokédex 3D

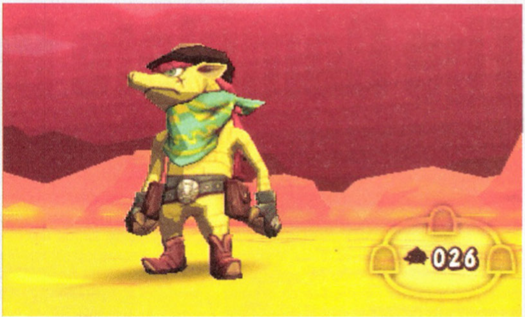
WiiWARE REVIEWS
THE MYSTERY OF WHITEROCK CASTLE
SNAIL MAIL
UBONGO

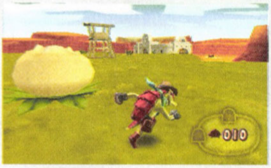
Wii VIRTUAL CONSOLE REVIEWS
MEGA MAN 5

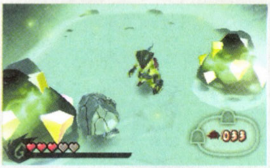
DSiWARE REVIEWS
BEACH PARTY CRAZE
DREAMWALKER
HIDDEN PHOTO
GO SERIES PICDUN
PRO JUMPER! GUILTY GEAR TANGENT!?
ZIMO: MAHJONG FANATIC

3DS VIRTUAL CONSOLE REVIEWS
ALLEYWAY
DONKEY KONG
THE LEGEND OF ZELDA: LINK'S AWAKENING DX
RADAR MISSION
SUPER MARIO LAND
TENNIS

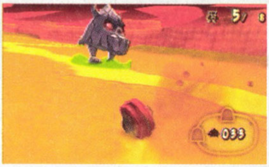
3DS 3D CLASSICS REVIEWS
3D CLASSICS: EXCITEBIKE







[Below] When the going gets tough, the tough curl up and smash into bad guys.

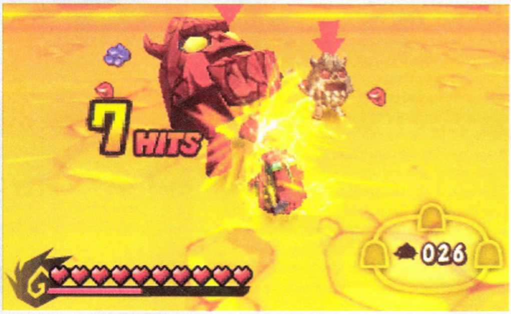


On a Roll

Downloadable Nintendo 3DS title The Rolling Western puts a new spin on a classic motif.

AS SONIC THE HEDGEHOG FANS already know, there's something pretty fun about playing as an anthropomorphic animal, making him curl up into a ball, and smashing through things at high speeds. The Rolling Western—an upcoming downloadable Nintendo 3DS title published by Nintendo—shares those traits, but this all-new 3D adventure carves a niche uniquely its own.

The game puts you in the cowboy boots of Jiro, an armadillolike critter sporting a cowboy hat and a blue bandana (but, strangely, no pants). He can run around the rugged, dry, Old West-inspired environments like any good video game hero, but he can also easily ball up and tear across the landscape, bashing into anything in his way, be it a giant plant, an inconveniently placed stalagmite, or one of the many enemies in the vicinity. You can also use Jiro's rolling ability for other purposes, such as spinning against a cylindrical mechanism to crank open a door.



But The Rolling Western offers a significant strategy component, as well. Giant foes—they look like huge, walking stone faces—periodically try to invade the nearby town, and it's up to you to stop them. Fortunately, there are several towers dotting the landscape, and you can spend any loot you've acquired to fortify them with cannons, machine guns, or other weapons, enabling the towers to automatically help you in the fight. You may have played tower-defense games before, but never like this.

The Rolling Western will be available in the Nintendo eShop in the near future.

—CHRIS H.

Victini For All

Power up your Pokédex 3D with the incredibly rare Victory Pokémon!

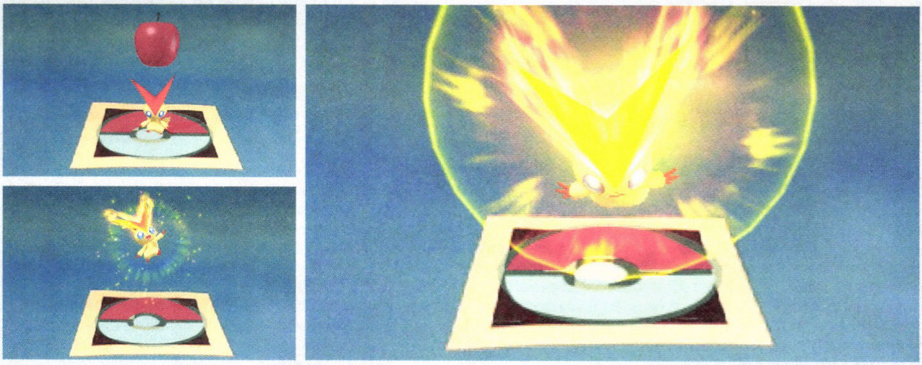
POKÉDEX 3D
Victini
ビクティニ
#000
NINTENDO 3DS

FREE via the Nintendo eShop!

View with the *Pokédex 3D* application.

© 2011 Pokémon/Nintendo.

SEE THAT BIG black-and-white image above and to the right? You know what that is? It's another spot in your Pokédex ready to be filled! Simply load up Pokédex 3D on your Nintendo 3DS handheld (if you haven't downloaded the Pokédex 3D application from the Nintendo eShop—and the Nintendo 3DS System Update needed to access the eShop—what are you waiting for? They're free!), turn on the AR Viewer, and aim the system's outer camera at the Pokémon AR Marker. The superpopular Victini will instantly unlock and spring to life on the top screen! This Mythical Pokémon is very tough to come by—you can only get it from this Pokémon AR Marker or by receiving it from a friend—so be sure to brag about it! —**CHRIS S.**



By entering the AR Viewer and tossing Victini an apple, you can trigger two animations and try to snap pics of the most photo-worthy moments.

EVALUATION STATION

WiiWARE

THE MYSTERY OF WHITEROCK CASTLE

PUBLISHER: **PLAYTAINMENT**
GENRE: **PUZZLE**
PRICE: **500 POINTS**

Despite the game's title, there's very little mystery to be found here. Instead, you're presented with several scenes in which you must find a number of objects hidden amid the clutter. The gameplay is too simple, short, and shallow to be fun for more than a few minutes, but there's certainly some challenge to be had (mostly due to the fact that many of the objects are indecipherably small, even when you magnify the scene). —CHRIS H.

Grumble Grumble

WiiWARE

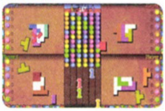
SNAIL MAIL

PUBLISHER: **SANDLOT GAMES**
GENRE: **RACING**
PRICE: **600 POINTS**

Snail Mail, not surprisingly, casts players as a snail who must deliver mail. What is surprising is the game's vision of mail delivery as a single-player kart race; players must collect packages while surviving an obstacle-based race track. Of course, the shaky premise would be forgiven if the experience were fun, but it isn't; from the rudimentary and unappealing production values to the tedious mechanics (e.g., falling off the track earns you a restart), there's nothing worth paying for here. —PATRICK C.

Grumble Grumble

WiiWARE



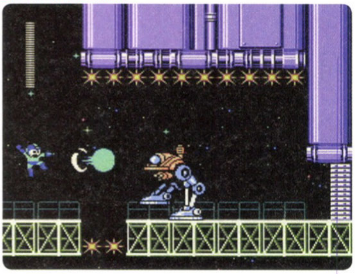
UBONGO

PUBLISHER: **KORNER ENTERTAINMENT**
GENRE: **PUZZLE**
PRICE: **800 POINTS**

Based on a European board game, Ubongo is a competitive version of tangrams, the ever-present geometry-class brainteasers. Although the block-arranging puzzles are enjoyable, the added elements to turn them into a multiplayer game drag the entire package down. Moving a pawn across a board and collecting gems after solving a puzzle requires little strategy, making it feel like a worthless addition. There's just not enough skill involved to result in a satisfying game. —PHIL T.

Grumble Grumble

Wii VIRTUAL CONSOLE



MEGA MAN 5

PLATFORM: **NES** ORIGINALLY RELEASED: **1992** PUBLISHER: **CAPCOM**
GENRE: **ACTION** PRICE: **500 POINTS**

Chris H.'s Pick

Mega Man 5 is my least-favorite NES Mega Man game, but it's still a must-have for anyone who appreciates old-school 8-bit action. All the trademark Mega Man elements—cool weapons, appealing graphics, interesting level designs, excellent music, responsive controls—are present and accounted for; the game just lacks that extra creative spark that the other Mega Man games possess. It's also the most challenging (read: frustrating) NES Mega Man game. Even so, MM5 is more fun than 90 percent of the competition.

Recommended

DSiWARE

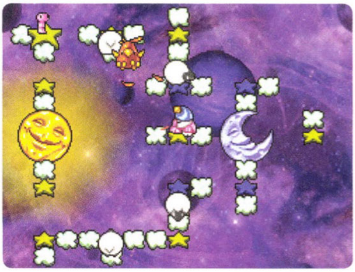
BEACH PARTY CRAZE

PUBLISHER: **ALAWAR**
GENRE: **ALTERNATIVE**
PRICE: **800 POINTS; $7.99**

A time-management game with a beach theme, Beach Party Craze invites players to juggle the service demands of a horde of impatient beach-goers. While the action is too run-of-the-mill to inspire, an upgrade system and emphasis on progression manage to keep things afloat. —PATRICK C.

Hmmm...

DSiWARE



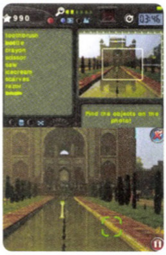
DREAMWALKER

PUBLISHER: **CODE MYSTICS** GENRE: **PUZZLE** PRICE: **500 POINTS; $4.99**

At first, Dreamwalker seems like a simple take on the old Pipe Dream formula: the player manipulates sections of a maze to help a constantly moving object reach the exit. Almost immediately, however, the game starts introducing new features, such as collectible items and enemies, that add extra strategy to the experience and prevent this title from becoming a boring retread. The game's biggest problem is the slight hassle when working ahead on larger stages. Holding down a shoulder button to prevent the camera from refocusing on the main character is a pain. Those buttons would be better used to recenter the view. Otherwise, this one is great. —PHIL T.

Recommended

DSiWARE



HIDDEN PHOTO

PUBLISHER: **SUBDUED GAMES**
GENRE: **PUZZLE**
PRICE: **500 POINTS; $4.99**

Although it offers several variations on the theme, Hidden Photo mostly invites players to search for translucent shapes superimposed on photographs. Several minigames involving similar picture-based puzzles don't add enough to compensate for the title's ho-hum premise. —PATRICK C.

Grumble Grumble

DSiWARE

GO SERIES PICDUN

PUBLISHER: **GAMEBRIDGE**
GENRE: **RPG**
PRICE: **500 POINTS; $4.99**

Inspired by old-school RPGs, Picdun is a first-person dungeon-crawler with a twist—you tread on each tile to reveal a pixelated image on the top screen. It's unfortunate that the random monster encounters feel tedious rather than purposeful, making the puzzles drag on too long. —CODY M.

Hmmm...

DSiWARE

PRO JUMPER! GUILTY GEAR TANGENT!?

PUBLISHER: AKSYS GAMES
GENRE: PLATFORMER
PRICE: 500 POINTS; $4.99

As its extremely Japanese title suggests, Pro Jumper is a spin-off of Arc System Works's Guilty Gear fighting series. This, however, is a platformer in which you lead the adorable Chimaki through a variety of hot springs. The action may be simplistic and there are only six stages, but with a decent level of challenge, solid controls, great graphics, and a low price, it's hard to not recommend it. —**PHIL T.**

Recommended

DSiWARE

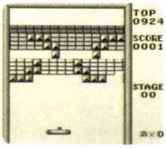
ZIMO: MAHJONG FANATIC

PUBLISHER: AGETEC
GENRE: PUZZLE
PRICE: 200 POINTS; $1.99

Mahjong fans looking for something other than the ubiquitous matching-game variation should note that Agetec's offering approaches the game from a fresh angle; players are tasked with creating sets of tiles from a stream of single tiles that moves—conveyor-belt-style—across the screen. The combination of authentic Mahjong rules and quick-witted dexterity works well, but the action can grow tiresome. —**PATRICK C.**

Hmmm...

N3DS VIRTUAL CONSOLE



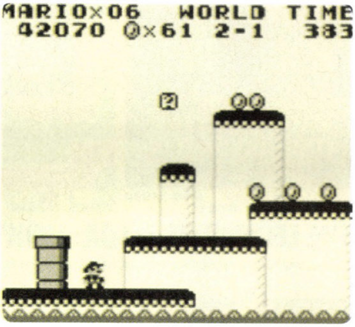
ALLEYWAY

PLATFORM: GAME BOY
ORIGINALLY RELEASED: 1989
PUBLISHER: NINTENDO
GENRE: PUZZLE
PRICE: $2.99

As one of the launch titles for the Game Boy, this is a simple game from a simpler time. This Breakout-style puzzler is not without unique content, featuring 32 levels (including some with moving blocks) and 8 Mario-inspired bonus rounds. Though a fun game, it may not appeal to those seeking more depth, and the proliferation of similar-style games for less cost may make some balk at the price. —**DAVID O.**

Hmmm...

N3DS VIRTUAL CONSOLE



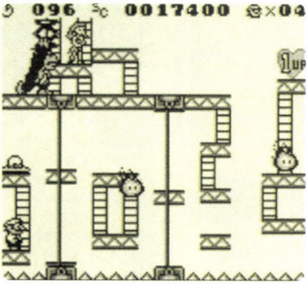
SUPER MARIO LAND

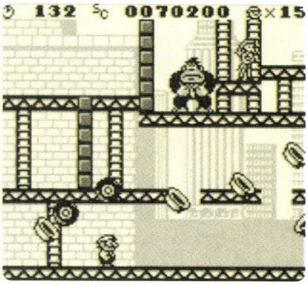
PLATFORM: GAME BOY **ORIGINALLY RELEASED:** 1989 **PUBLISHER:** NINTENDO
GENRE: PLATFORMER **PRICE:** $3.99

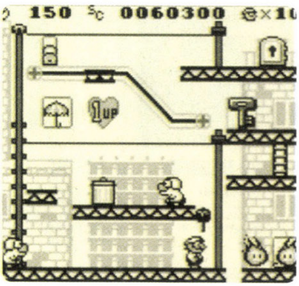
If you bought a Game Boy at launch, Super Mario Land was the game to get. But is this title worth buying more than two decades later? Yes. Although it can be beaten in around half an hour, this weird Mario adventure—wherein Mario traverses Sarasaland in order to rescue Princess Daisy—has a good amount of gameplay and visual variety. And like every good Mario title, Super Mario Land has an unforgettable soundtrack. —**JUSTIN C.**

Recommended

N3DS VIRTUAL CONSOLE







DONKEY KONG

PLATFORM: GAME BOY **ORIGINALLY RELEASED:** 1994 **PUBLISHER:** NINTENDO
GENRE: PLATFORMER **PRICE:** $3.99

Chris S's Pick

Despite bearing the same name as the 1981 arcade debut of gaming's greatest ape, the Game Boy Donkey Kong is a lot more complex and offers loads more content than its predecessor. Each stage is a bite-sized platforming puzzle that is solved by using actions such as jumping, climbing ladders, flipping switches, and dodging foes en route to reaching a key and carrying it to an exit. Brainpower is needed to discover the sequence of events that will get you through a level, while platforming skills are required to traverse the stage. With 100 levels to work through (divided into 10 worlds), you get an awful lot for just four bucks. Each world even has a boss stage in which Mario must turn the tables on his hairy adversary by using his barrels against him in an effort to rescue Pauline, our hero's pre-princess girlfriend.

Mario's backflip and handstand jump can both be put to use in a variety of clever ways and are a lot of fun to perform. (Note to the makers of Mario games: bring back the handstand jump, it's awesome!) Pro players will enjoy the brain-bending challenge of later levels, but newbies can lean on the Virtual Console Restore Point feature to help them along by saving the game state every step of the way.

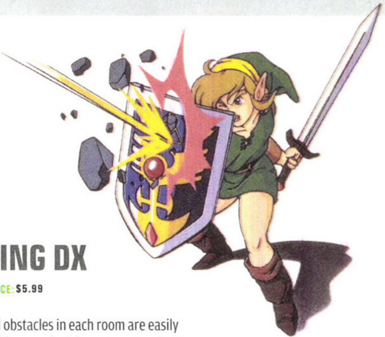
Donkey Kong is more than just a great game—it's a handheld classic. It's a relief to see it arrive so soon after Virtual Console launched on the Nintendo 3DS system, because I'd otherwise be pining away for it week after week. If you like Mario, Donkey Kong, platformers, or puzzle games, don't let this gem slip by.

Recommended

EVALUATION STATION

Wii DOWNLOAD
NINTENDO DSi DOWNLOAD
NINTENDO 3DS DOWNLOAD

3DS VIRTUAL CONSOLE



THE LEGEND OF ZELDA: LINK'S AWAKENING DX

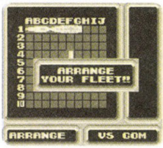
PLATFORM: **GAME BOY COLOR** ORIGINALLY RELEASED: **1998** PUBLISHER: **NINTENDO** GENRE: **ADVENTURE** PRICE: **$5.99**

Chris H.'s Pick

The Legend of Zelda: Link's Awakening DX is clearly the result of unbridled imagination. Sure, it has all the sword-swinging action, cool items, and devious puzzles that you'd expect from a Zelda game, but it's also got a devil-may-care sense of fun that's more pronounced than in any other installment of this beloved series. There aren't many other games in which Link stomps on Goombas, wins Yoshi dolls, and visits the dude from SimCity. But despite the frequently goofy scenarios, Link's Awakening DX has a surprisingly poignant story with a strong emotional resonance, and the witty localization does a great job balancing the serious with the lighthearted. Compared to the fully realized worlds of modern Zelda games, of course, this one doesn't offer quite as immersive an experience, but in some ways the simplicity is just as satisfying; all the enemies and obstacles in each room are easily visible—you don't have to worry about what's behind you or above you—and the challenge lies in figuring out how the pieces of each puzzle fit together. On the other hand, a couple of aspects show their age: some of the clues about what to do next are very obtuse, and since you have only two buttons to assign items or weapons, you're forced to constantly pause the game to change your equipment. Nonetheless, this title is not to be missed.

Recommended

3DS VIRTUAL CONSOLE



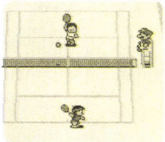
RADAR MISSION

PLATFORM: **GAME BOY**
ORIGINALLY RELEASED: **1991**
PUBLISHER: **NINTENDO**
GENRE: **STRATEGY/ACTION**
PRICE: **$2.99**

Feeling like a spiritual predecessor to Steel Diver, Radar Mission features two modes of play: one in which you fire torpedoes at enemy vessels, and another that is very much like the classic board game Battleship, albeit with additional features. While playing solo against the computer is fun, the original version's two-player modes have been rendered nonfunctional, hurting the overall package. —DAVID O.

Hmmm...

3DS VIRTUAL CONSOLE



TENNIS

PLATFORM: **GAME BOY**
ORIGINALLY RELEASED: **1989**
PUBLISHER: **NINTENDO**
GENRE: **SPORTS**
PRICE: **$2.99**

Tennis delivers exactly what it promises—a basic game of tennis—nothing more, nothing less. As with other Game Boy titles on the Virtual Console, one of the biggest draws—playing against a friend in a two-player match—is disabled, leaving one to question the value. For single players, there are four levels with increasing difficulty. The game is a fun time-killer, but not very deep. —DAVID O.

Hmmm...

3DS 3D CLASSICS

1 TRACK
3RD 1:09:00
TEMP
TIME 0:26:80
BEST 0:46:28

3D CLASSICS: EXCITEBIKE

PLATFORM: **NES** ORIGINALLY RELEASED: **1985** PUBLISHER: **NINTENDO**
GENRE: **RACING** PRICE: **$5.99**

Back in the day, what made Excitebike fun was the cool way in which you could adjust your bike in midair to stick a landing. (Those were cutting-edge console physics in 1985!) This is still a fun trick to pull off, but unfortunately, that's about the only hook for a game that, even when judged against later NES titles, is pretty darn shallow. Having said that, there is a morsel of nostalgic fun to be had in taking to the track once again, and the enhancements of this new 3D Classics edition are pretty neat: an extended widescreen view; very nicely done stereoscopic 3D effects; an improved custom course editor; and the added ability to save said courses as well as top scores. 3D Classics: Excitebike is neat to fool around with, but I wish there was a little more to it. —CHRIS S.

Hmmm...

ALSO AVAILABLE

If you own a Nintendo 3DS handheld, be sure to download **Pokédex 3D** (shown above) from the Nintendo eShop. It's free, after all! Fans of DSiWare puzzle games have a handful of new options in the Nintendo DSi Shop and the eShop, including match-three puzzler **Crazy Cheebo: Puzzle Party** (200 Points/$1.99), shooting-based **Delbo** (200 Points/$1.99), and Old West-themed matching game **Gold Fever** (500 Points/$4.99). **Stratego: Next Edition** (500 Points/$4.99) attempts to capture the fun and strategy of the classic board game in DSiWare form; you can compete against a friend, although you must each have your own copy of the game.

YOU FOUND THE OCARINA!
DRAGONTOOTH
Sweet Potato Ocarina

SWEET POTATO OCARINA $44.95
6 holes (2 thumbhole, octave +2), includes Songbook/Tutorial/Serenades, Lullabies, Minuets

DRAGONTOOTH OCARINA $99.95
12 Hole Ocarina with metallic lustre glaze.
Comes with display stand, Songbook Tutorial,
metal chain, Origin Myth with original songs

SPEARHEAD OCARINA $19.95
6 Holes with 2 thumbholes (octave +3)
Comes as a beaded necklace
and Songbook/Tutorial

Plenty of other ocarina styles, songbooks, holsters, carrying cases, video tutorials and demos at www.songbirdocarina.com

SHIPPING INFO
Shipping & Handling $6 - $8 (1 - 2 weeks for delivery)
PRIORITY Shipping $12 -$14 (2-5 biz days for delivery)
We also ship FedEx for super fast delivery

Order via our Website
or call Toll Free:
1-866-899-4046

Songbird Ocarinas
2751 East 11th St. Los Angeles, CA 90023
www.songbirdocarina.com

- Easy To Play
- Ceramic Flute
- Songbook/Tutorial Included
- Minuets, Serenades, Requiems
- Handmade in U.S.A.

Songbird Ocarinas is not affiliated with or endorsed by Nintendo of America, Inc.

PREVIEWS

IN THIS SECTION

Wii PREVIEWS

CENTIPEDE: INFESTATION pg.45

THE LEGEND OF ZELDA: SKYWARD SWORD pg.32

MADDEN NFL 12 pg.38

SPIDER-MAN: EDGE OF TIME pg.46

DS PREVIEWS

DRAGON QUEST MONSTERS: JOKER 2 pg.38

KIRBY MASS ATTACK pg.43

SPIDER-MAN: EDGE OF TIME pg.46

N3DS PREVIEWS

BIT.TRIP SAGA pg.42

CENTIPEDE: INFESTATION pg.45

DOCTOR LAUTREC AND THE FORGOTTEN KNIGHTS pg.34

HARVEST MOON: THE TALE OF TWO TOWNS 3D pg.35

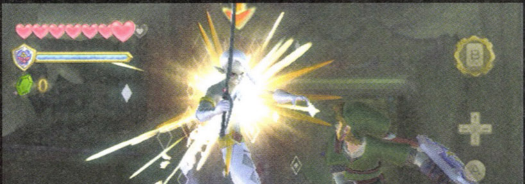
METAL GEAR SOLID: SNAKE EATER 3D pg.40

RESIDENT EVIL: REVELATIONS pg.36

SPIDER-MAN: EDGE OF TIME pg.46

THE LEGEND OF ZELDA: SKYWARD SWORD

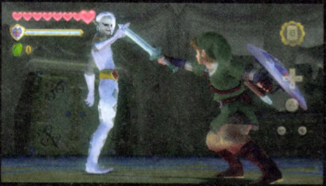
The sky's the limit.

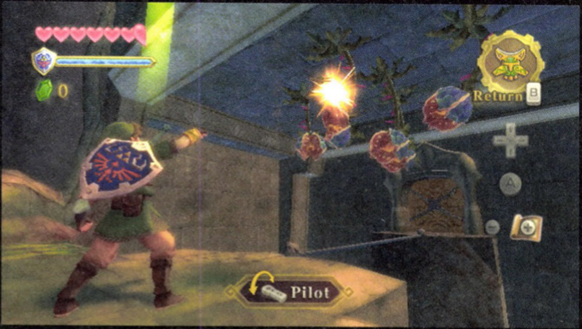


Ghirahim may be a creep, but make no mistake—he's got the skills to back up his attitude.

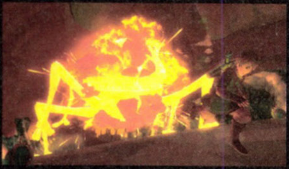
IF YOU'RE A Wii console owner, there's one game that's undoubtedly at the top of your most-wanted list: The Legend of Zelda: Skyward Sword. And with good reason—the latest Zelda game promises to be Link's biggest adventure yet, packed with combat and puzzles that allow you to immerse yourself in fantasy action like never before thanks to the Wii Remote Plus controller (or Wii MotionPlus accessory).

If you've been following Skyward Sword since its unveiling more than a year ago, then you already know the tale begins in the land of Skyloft, a world above the clouds. When you first meet Link, he's training at an academy to become one of Skyloft's defenders, but he still has time for some fun. In the game sample we recently played, we got to control Link as he jumped atop a giant bird and raced against three other riders (his fellow warriors-in-training) to grab a special statue. Steering the bird by twisting and tilting the Wii Remote Plus felt perfectly natural, and by pressing A to boost and swinging the remote down make the bird flap its wings, we were able to easily claim the prize. It was too easy, as it turned out—we were forced to compete once more, this time with our opponents tossing eggs at us. When Link succeeded again, Zelda (who's cuter than in most Zelda games) rewards him by leaping from a cliff and landing in his lap. In this game Link and Zelda are childhood





[Below] The only thing worse than a giant arachnid is a giant flaming arachnid.



friends, but could there be romance afoot?

Despite any warm and fuzzy feelings that may be brewing, there are evil forces at work, commanded by the Demon Lord Ghirahim. Though Nintendo is still keeping many of the story details under wraps, events unfold that force Link to leave Skyloft and visit the world below, where you'll get to put your sword-swinging and item-using skills to the test. Each item you acquire—including new ones such as a flying "beetle" drone and mainstays such as bombs, a slingshot, and a bow—is designed to take advantage of realistic motion controls, and the direction you swing the remote correlates to how Link swings his blade in the game. As we were exploring a lower-world dungeon, we encountered enemies that couldn't be easily defeated unless we swung at them from certain directions; giant spiders, for example, could be beaten only if we knocked them off balance with an upward slash, thus exposing their vulnerable undersides.

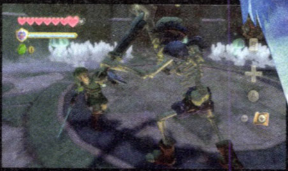
Of course, the dungeons contain traditional Zelda elements as well, such as distant switches that you can trigger with an arrow. In our demo, hitting one such switch opened a door that led to a battle against a large skeleton wielding dual blades; after cutting through his defenses with well-aimed strikes, we earned an upgrade for the beetle that allowed it to carry objects. Unfortunately, we also found ourselves trapped in the room after the fray; the only way out was to fly the beetle through a hole in the ceiling and use it to activate the switch we'd used to initially open the chamber. Other challenges required similar ingenuity, such a puzzle that had us use the beetle to cut down a crate that enabled us to get within range of a trio of eyeball-like lock mechanisms. By making circular motions with our sword, we managed to dizzy the eyeball mechanisms, thus unlocking a nearby door.

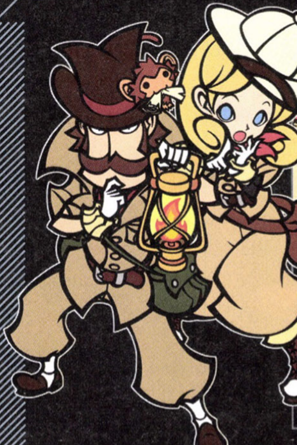
But by far the toughest part of the dungeon was a clash with Ghirahim himself. Thin, pale, and downright creepy—he has a giant, serpentine tongue that he nearly shoves down Link's ear—Ghirahim may be odd, but he's definitely a force to be reckoned with. Ghirahim was frequently able to catch Link's sword with his bare hands, and only by dodging his charges, reflecting his projectiles, and taking advantage of every opening we had were we able to win the fight. Even then, Ghirahim barely had a scratch on him; as he left to pursue other matters, he ominously claimed that Link would be finished the next time they met.

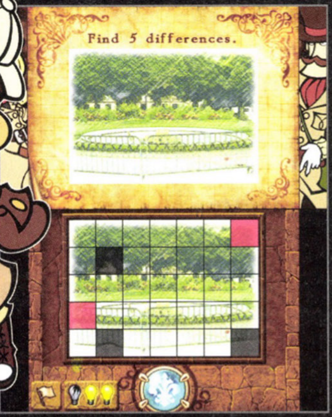
Between Skyloft and the lower world, Skyward Sword offers a vast amount of geography to traverse, but there's also a third region to explore: the Siren World. Though the Siren World uses the same physical space as the lower world (similar to the Twilight Realm of The Legend of Zelda: Twilight Princess), it's a separate dimension that Link can enter by using the power of his sword. The Siren World may offer some of the greatest challenges yet seen in a Zelda game; not only are you unarmed, but the area is populated by fierce guardians that can defeat Link in a single hit (not unlike the Phantoms from The Legend of Zelda: Phantom Hourglass). You'll have to collect specific items not only to temporarily keep the guardians at bay, but also to return to the regular world. Why Link would want to enter such a hazardous place is currently a mystery, but he must have a darn good reason.

This look at Skyward Sword barely scratches the game's surface; there will be much, much more to see and do when the game finally arrives this holiday season. —**CHRIS H.**

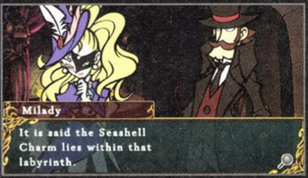
Wii **PUBLISHER:** **NINTENDO**
DEVELOPER: **NINTENDO**
RELEASE: **HOLIDAY 2011**







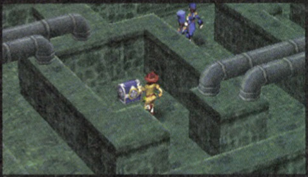
Find 5 differences.



Milady

It is said the Seashell Charm lies within that labyrinth.

Puzzles, voiced dialogue, and stealth sections—this game has a little bit of everything.



DOCTOR LAUTREC AND THE FORGOTTEN KNIGHTS

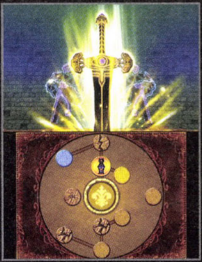
The doctor does what the professor doesn't.

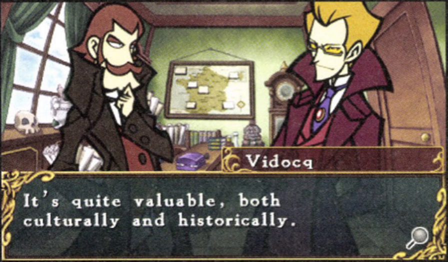
AS WE MENTIONED in our last preview of this game, it's impossible to ignore the many similarities between Doctor Lautrec and Professor Layton—both have top hats, English accents, young apprentices, and a compulsion to solve puzzles—but the two aren't as alike as you might think. Dr. Lautrec has a sweet mustache, for one. And whereas Layton is well-mannered, Lautrec is cantankerous à la Sherlock Holmes or Dr. Gregory House.

But the main difference between Doctor Jean-Pierre Lautrec and Professor Hershel Layton is in how their games are played. Dr. Lautrec is an Indiana Jones-style archaeologist who explores late-19th-century Paris in search of treasures—specifically a lost treasure of King Louis XIV. Before you call him a *treasure hunter* or an *adventurer*—two terms the doctor despises—you should know that Dr. Lautrec doesn't seek treasure because of its monetary value. He seeks treasure animatus (living treasure), which houses ghostlike beings called guardian spirits. Only Dr. Lautrec's assistant Sophie can see these creatures, however, which helps explains why the prickly doctor would endure a sidekick. (We don't know what the deal is with the monkey under his hat, though.)

In order to claim the treasure animatus, Dr. Lautrec must first tame his foe by damaging it with his own guardian spirits to such an extent that the enemy's health drops into the blue section of the HP gauge. (Inflict too much damage, and the guardian spirit's gone.) You simply place Lautrec's treasure animati on pedestals that are on the battlefield, and the critters duke it out. You shouldn't place treasure animati willy-nilly, however; placing one on a cracked pedestal will produce a random positive or negative effect on your offensive and defensive power. Furthermore, you can activate synergy effects that depend on which animati you use and how you position them.

In addition to combat, Doctor Lautrec and the Forgotten Knights features touch-screen-centric puzzles (crosswords for example) and Metal Gear Solid-ish stealth segments, providing further evidence that Lautrec is much more than a Layton wannabe. —**JUSTIN C.**





Vidocq

It's quite valuable, both culturally and historically.

N3DS

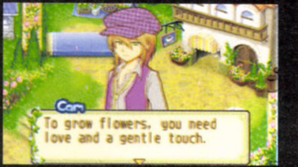
PUBLISHER: KONAMI
DEVELOPER: WINKYSOFT
RELEASE: OCTOBER 2011

HARVEST MOON: THE TALE OF TWO TOWNS 3D

Heifers or turnips? It's time to pick a side.

AT THE BEGINNING of Harvest Moon: The Tale of Two Towns 3D (the latest installment in Natsume's long-running farming-sim series), you're given a choice: do you want to live in the livestock-oriented village of Bluebell or the agriculture-based village of Konohana? The mayors of these rival towns present their arguments, but the decision is yours. I opted for Bluebell due to Mayor Rutger's promise of delicious milk, eggs, and cheese (and presumably much higher cholesterol).

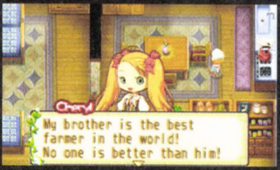
The citizens of Bluebell went out of their way to make me feel at home. Not only did they present me with my own farm free of charge, but they gifted me a cow (which I named Bessie, of course) and a chicken (whom I dubbed Henry). Caring for the animals and collecting their produce is a cinch—you need only clean them, feed them, and take them outdoors when it's sunny—which gave me plenty of time to explore the nearby mountain and accept requests from the villagers, such as to collect various types of fish, bugs, and herbs. I was able to accomplish tasks even faster once I got my own horse.


Cam
To grow flowers, you need love and a gentle touch.

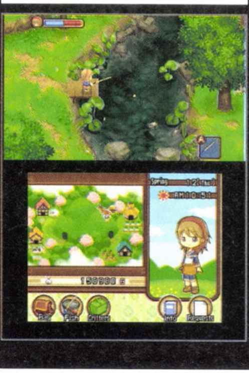
Curious to see what I missed, I restarted the game and relocated to Konohana, where I was once again given a farm, but this time was presented seeds and tools so I could grow my own garden full of healthy vegetables. Luckily, there's no need to play through twice to see everything the game has to offer; you can move from one village to the other when the season changes.

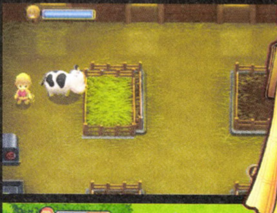
My days on the farm would have been largely the same even if I'd been playing the 2D version of the game on the DS (previewed last issue), but the Nintendo 3DS version is almost certainly the one to get if you have a choice; it offers several exclusive perks, including stereoscopic 3D effects, significantly improved graphics, an exclusive animal-petting touch-screen minigame, and the ability to trade crops with other players via StreetPass. —**CHRIS H.**

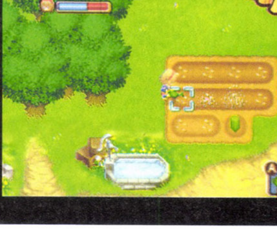
N3DS PUBLISHER: **NATSUME**
DEVELOPER: **MARVELOUS**
RELEASE: **SEPTEMBER 2011**


Cheryl
My brother is the best farmer in the world! No one is better than him!

[Below] You don't *need* a rod to fish. In The Tale of Two Towns 3D, you can actually go fishing with your bare hands!





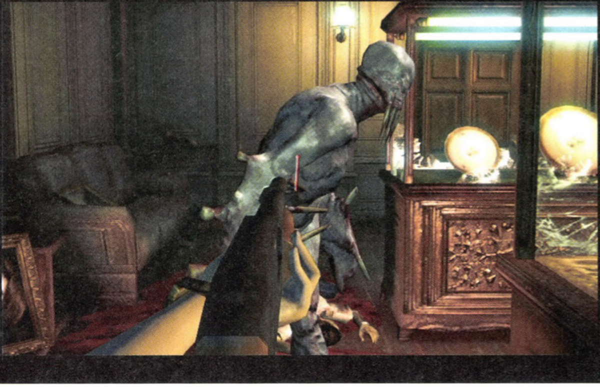


RESIDENT EVIL: REVELATIONS

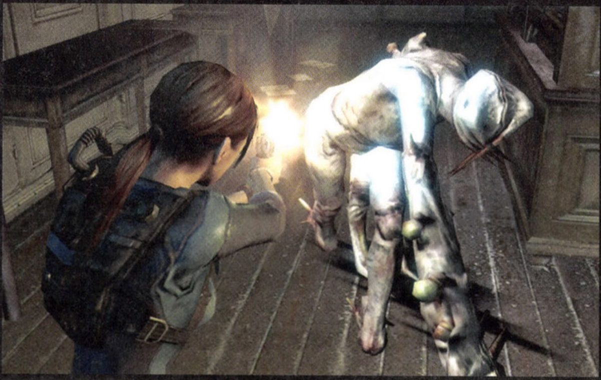
Survival horror's long-awaited homecoming

OVER THE PAST few years, Resident Evil has strayed from its survival-horror beginnings in favor of a greater emphasis on balls-to-the-wall action. That's not necessarily a bad thing—the trend started with Resident Evil 4, which ranks among our favorite games of all time. But we've been getting the itch for some old-school Evil of late, and as it turns out, so has the team behind next year's Resident Evil: Revelations. "We wanted to see what we could do to go back to those roots," producer Masachika Kawata told us during a recent interview. "We wanted to make a very, very scary game that would resonate with people that have been fans of the series for a long time."

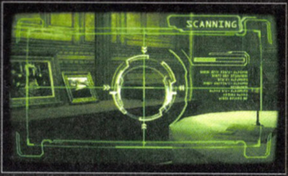
Sure enough, this Nintendo 3DS exclusive is the most traditional take on the Mature-rated franchise since 2002's Resident Evil 0. The pace is much more deliberate than in latter installments, the quarters are more cramped, and ammunition always seems to be in short supply. Those elements combine to create a perpetual sense of



[Right] The camera switches to a first-person perspective when you press R to aim your weapon.



[Below] You'll find a special scanner that reveals hidden items when you use it to survey your surroundings.



tension. You're not some commando who can just mow down everything in sight; each encounter with one of the game's bloodthirsty monstrosities feels like a harrowing ordeal. Despite that classic approach, however, Revelations still takes a few hints from its contemporaries; most notably with an over-the-shoulder perspective and the ability to move and shoot at the same time (via a strafe function similar to that in The Mercenaries 3D).

The game's story falls in line with recent chapters, as well. It's set between the events of Resident Evils 4 and 5, "around the time the BSAA gets started," says Kawata, referencing the Bioterrorism Security Assessment Alliance that played a key role in RE5. The organization's founding members include longtime series protagonists Chris Redfield and Jill Valentine, but Chris has mysteriously gone missing as Revelations gets underway. Jill embarks on a mission to find him, and she's joined by a new BSAA member named Parker Luciani. Both characters are playable over the course of the game, as are Chris and at least one as-yet-unrevealed participant. You'll switch between those roles at predetermined points throughout the narrative. "This game is really focused on telling one story from multiple perspectives," Kawata explains. "You'll play part of the story as Jill, for example, then switch over and play the next part as Parker."

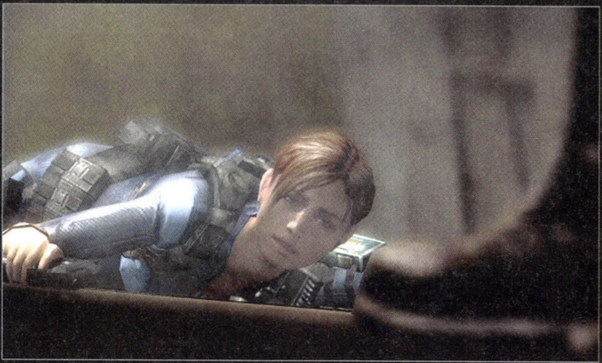
Early on, the search for Chris leads to a luxury cruise ship, which served as the setting for our hands-on demo. The nautical backdrop notwithstanding, we couldn't help but notice that our surroundings bore an eerie resemblance to the infamous mansion from the original Resident Evil. "Because it's a big luxury liner, there are lots of possibilities available to us in terms of designing different areas," Kawata points out. "Since there are all these wonderful, elegant rooms where people stay while they're on this kind of ship, for instance, you can easily create the feeling that you're in one of those rooms from the old mansion." It's a cool little wink to fans, and a clever way to set the tone for a return to the franchise's origins.

Despite the cruise ship's varied locales, Kawata is quick to promise that it's not the only destination in Revelations. "The main part of the game does take place on the ship, but this is a very large game," he emphasizes. "It's got the full scale of any Resident Evil on a console, so there are a lot of different situations and the story will take you to a number of different places." Asked about the nature of the hulking blue enemies in our demo, the producer is a little less forthcoming: "We're not talking too much about exactly what those are. We want to save some of that information since it pertains to the story. One thing we can say is that water plays a very large role in this game. So the types of enemies that you'll be seeing will be closely related to the water in the environment."

Less ambiguous is the fact that Revelations looks friggin' amazing. The lighting and texture detail are beyond that in Resident Evil 4, and there was one particular location during our demo—an ornately adorned dining room thick with mist—that literally made us stop and say "wow." It was the most impressive sight we've seen on the Nintendo 3DS to date.

For more on Revelations, be sure to check our exclusive blowout in next month's issue.
—STEVE T.

N3DS PUBLISHER: **CAPCOM**
DEVELOPER: **CAPCOM**
RELEASE: **2012**

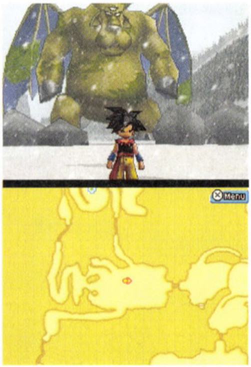


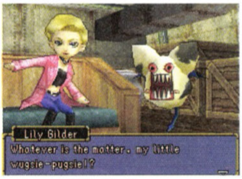
DRAGON QUEST MONSTERS: JOKER 2

Being a Monster Scout is no joke.

In Dragon Quest Monsters: Joker 2, you play a young lad who wants nothing more than to enter the prestigious Monster Scout Challenge tournament and lay claim to being the world's greatest monster trainer. Unfortunately, fate has other plans. The airship you've stowed away on goes down during a severe storm, and you find yourself stranded on a remote island, separated from most of the crew and the other passengers—and even worse, the island is home to giant, man-eating worms! Luckily, as a Monster Scout, you're not helpless. Although initially you have only a single lowly monster to call your own, you're able to impress other beasts in battle to get them to join your entourage. There are more than 300 monsters to "scout"—from Slimes to dragons—and as they level up, you'll be able to customize them with skill points. In addition to the story mode, the game features a Wi-Fi tournament mode, plus wireless Tag modes that let you recruit additional monsters and battle other players' creatures. —**CHRIS H.**

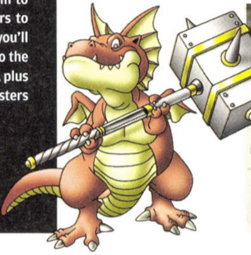
DS PUBLISHER: **NINTENDO**
DEVELOPER: **SQUARE ENIX**
RELEASE: **AUGUST 2011**

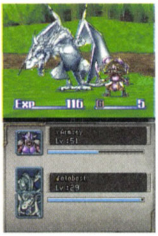


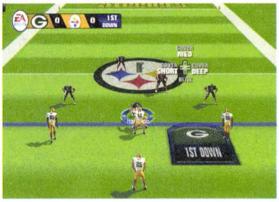


Lily Bilder
Whatever is the matter, my little wugsie-pugsie!?

[Above left] The monsters you meet range from the pocket-sized to the gargantuan.







[Left] The popular five-on-five arcade mode returns.

MADDEN NFL 12

The perfect cure for the lockout blues

The Madden brand has had a tough time finding its identity on Wii, undergoing a number of significant overhauls through the years. But with last season's breakout effort, EA's pigskin series finally hit its stride. Madden NFL 12 looks to build on that success, sticking to the same basic formula while making a few tweaks here and there. Its predecessor's unique take on franchise mode returns, for example, but now there's an option for fantasy drafts, a deeper system for contract negotiations, and a greater emphasis on coaching. Likewise, the popular GameFlow play-calling system has been improved with a better approach to calling audibles, and more options on fourth down. Developer Tiburon has finally added support for the Classic Controller, as well, though taking advantage of it means you'll miss out on the new opportunity to check a player's stats in real time simply by pointing at him with the Wii Remote. Either way, we're just happy to see some NFL football on TV. —**STEVE T.**

Wii PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **EA TIBURON**
RELEASE: **AUGUST 2011**

SAN DIEGO COMIC CON INTERNATIONAL
COME VISIT FUTURE AT COMIC-CON 2011
BOOTH #4445
Future
MEDIA WITH PASSION
We make Nintendo Power
GIVEAWAYS, PRIZES & MORE
CELEBRITY MEET & GREETS
EXCLUSIVE GAME DEMOS
IN PARTNERSHIP WITH
INDOMINA
BEST BUY
NOX AUDIO UPRISING
INVERSION
XBOX
PlayStation The Official Magazine
games radar
PC GAMER
Mac|Life
NINTENDO POWER
MAXIMUMPC
MAXIMUMTECH

METAL GEAR SOLID: SNAKE EATER 3D

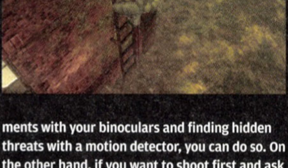
Mmmm...tasty!

AFTER TALKING TO producer Yoshikazu Matsuhana for last issue's Metal Gear Solid: Snake Eater 3D feature, we were pretty much convinced that the game (which is likely to be M-rated) would be one of the year's must-have titles for the Nintendo 3DS handheld. Now that we've gone hands-on with Snake Eater 3D and put elite soldier Naked Snake through his paces, we're even more excited than before.

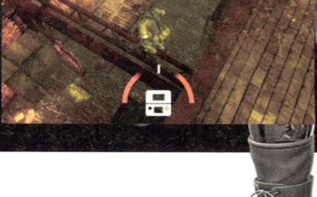
The first thing that hits you is just how good the game looks. From the opening cut-scene on the Combat Talon aircraft to the swampy Russian forests of Tselinoyarsk, Snake Eater 3D is impressively detailed. The lush, organic environments feel completely alive thanks to birds, snakes, and other animals that inhabit the area, and the 3D effects push the immersiveness to the max.

Next, you're struck with the realization that this is a true gamer's game—nothing has been watered down to bring it to Nintendo 3DS. Every situation presents you with multiple options. When you reach a massive pool of quicksand surrounded by alligators, do you just run through it, or do you take your chances and go around? Do you leave the gators alone, or do you take them out with tranquilizer darts and your combat knife? As you progress, the choices quickly become more significant. You're supposed to be on a stealth mission—meaning you shouldn't interact with enemies if you can avoid it—but how you proceed is ultimately up to you. If you want to take it slow and stealthy, checking enemy movements with your binoculars and finding hidden threats with a motion detector, you can do so. On the other hand, if you want to shoot first and ask questions later, you can do that, too.

With so many possible actions, it's no surprise that the interface is fairly complex. Though the



[Right] Maintain Snake's balance using the Nintendo 3DS gyroscope.

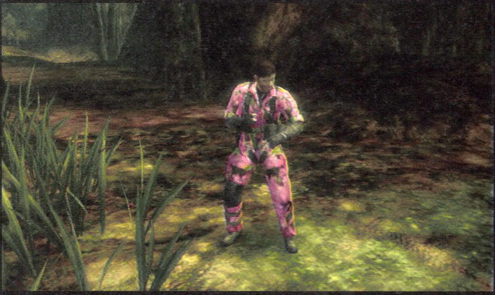


final game may contain additional control options, the version we played allowed you to move with the Circle Pad, adjust the camera with the face buttons, attack with the R Button, and perform various actions (such as crouching and changing equipment) with the Control Pad. The new touch-screen interface for selecting items and weapons proved especially convenient, as did the stalking ability. Added to the Metal Gear series in Metal Gear Solid 4, stalking is a technique that allows you to move while crouching; it's faster than crawling on your belly but stealthier than walking or running, and it should help make the game more accessible to series newcomers.

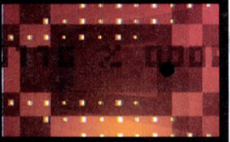
Another new addition is gyroscopic controls to simulate Snake's sense of balance. Normally it's nothing to worry about, but when you reach certain areas—such as a narrow wooden bridge—you'll have to tilt the Nintendo 3DS from side to side (as determined by an onscreen indicator) so Snake won't lose his footing and slip over the edge. Since tilt controls and 3D visuals don't usually mix, the 3D effect temporarily turns off, thankfully, when you're using the gyroscope. (The 3D also automatically switches off when you're in first-person mode.) Unfortunately, we didn't get to try out one of the other new features—Photo Camo, which allows you to take a picture with the built-in camera and map it to Snake's uniform as a camouflage pattern—but seeing it in action is a hoot.

As far as the Nintendo 3DS system's other capabilities go, Matsuhana has stated that he's looking into implementing StreetPass, SpotPass, and Play Coin functionality, but he isn't ready to reveal any specifics just yet since there are several months of development remaining before the game ships to stores. That day can't come soon enough, but in the meantime, we look forward to reporting on any additional details as they're announced. —**CHRIS H.**

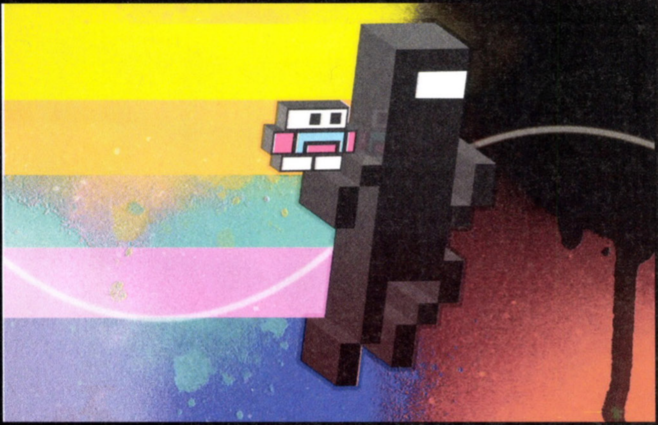
N3DS
PUBLISHER: **KONAMI**
DEVELOPER: **KOJIMA PRODUCTIONS**
RELEASE: **HOLIDAY 2011**



[Right] Thanks to the power of Photo Camo, you can give Snake an outfit custom-tailored for infiltrating Barbie's dream house.



MULTI+
HYPER



BIT.TRIP SAGA

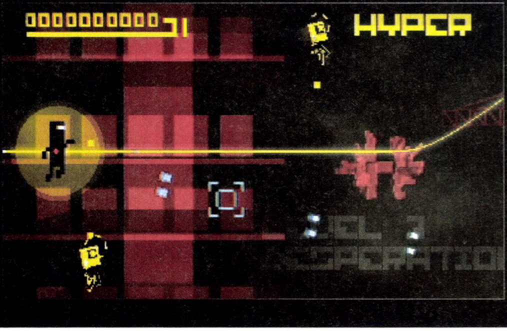
Six trippy games. Three dimensions.

IF YOU HAVEN'T played the retro-inspired Bit.Trip titles on WiiWare yet, you have a few options available to you. You could A) download all six games individually from the Wii Shop Channel, B) wait for Bit.Trip Collection to arrive on Wii (see this issue's Power Up section for details), or C) experience the adventures of CommanderVideo in full 3D when Bit.Trip Saga comes to the Nintendo 3DS handheld.

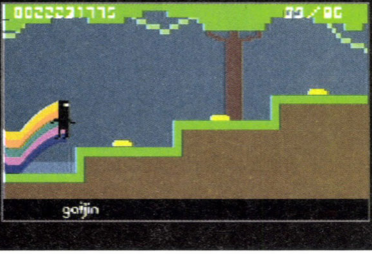
If you opt for Bit.Trip Saga, you'll get to play through the entire cult-hit Bit.Trip series on a single game card. Though the gameplay is unchanged, snazzy stereoscopic special effects and some minor graphical upgrades kick the visuals up a notch. You'll also get to use controls that take advantage of the N3DS system's capabilities. For example, in Bit.Trip Beat and Bit.Trip Flux (the first and last entries, respectively, in the series), you'll be able to move your paddle to deflect incoming pixels (aka beats) simply by dragging the stylus up and down on the touch screen. This interface is far more responsive than tilting the Wii Remote controller ever was, and it helps make the game significantly more accessible. (If you think the touch controls make the game too easy, though, you can opt to move the paddle with the Circle Pad instead.) Meanwhile, in on-rails shooter Bit.Trip Fate, you'll maneuver CommanderVideo via the Circle Pad and aim and fire by pressing on the touch screen.

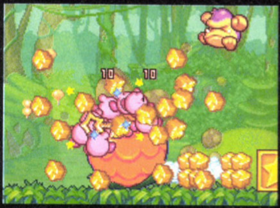
The other titles in the anthology don't feature quite as significant control changes, but they still offer plenty of diverse fun. In rhythmic shooter Bit.Trip Core, you'll blast beats in four directions as they cross your path; in Bit.Trip Runner you'll jump, slide, and kick your way through level after level of platforming action; and in Bit.Trip Void you'll control a constantly growing sphere as you attempt to grab black beats and avoid white ones. Additionally, each Bit.Trip chapter contains unique thematic elements, rockin' tunes, and a nearly limitless supply of challenge. —**CHRIS H.**

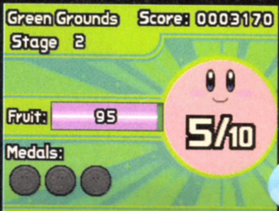
N3DS **PUBLISHER: AKSYS GAMES**
DEVELOPER: GAIJIN GAMES
RELEASE: SEPTEMBER 2011

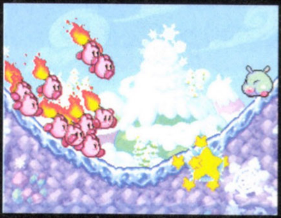


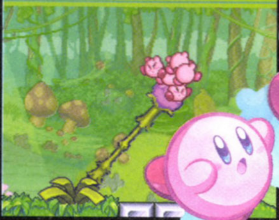
[Below] It doesn't get much more old school than this bonus stage.











KIRBY MASS ATTACK

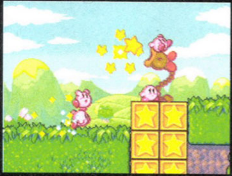
Follow your heart.

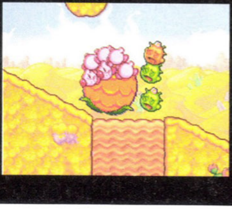
KIRBY NEVER GETS a break. Kirby Mass Attack starts off with Kirby just taking a well-deserved nap on the Popopo Islands in the world of Popstar—when suddenly an evil adversary named Necrodeus, the leader of the Skull Gang, appears and uses his staff to split Kirby into 10 little Kirbys. In their weakened state, the Kirbys are easy pickings for Necrodeus; he's able to dispatch all but one of them. Fortunately, this last pink puffball sees the light from Kirby's heart—which appears in the shape of a yellow star—and is able to follow it to safety. With his heart as his guide, Kirby sets off on a quest to defeat Necrodeus (thereby saving Popstar) and to use the Skull Gang leader's staff to put himself back together again.

There's a twist to how you play Kirby Mass Attack, however. Instead of having direct control over Kirby himself, you control his heart. You point somewhere with the stylus, and Kirby follows. You tap on one of many pieces of fruit that are strewn across the level, and he eats it. You touch an enemy, and Kirby starts pummeling the foe (in this game he can't inhale them and steal their powers). A flick of your stylus sends Kirby flying—a maneuver that is useful for smashing breakable objects. Holding the stylus on Kirby makes him grab onto his heart-star, allowing you to guide him to places he couldn't reach otherwise.

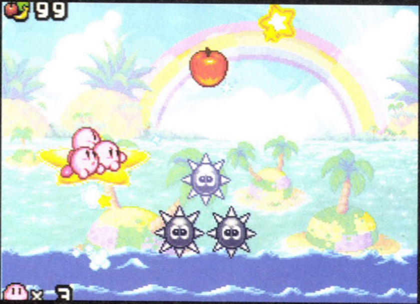
This control scheme seems odd when you direct just a single Kirby, but it makes sense when you have an army of up to 10 at your command (hence the game's title). Yes, Necrodeus may have eliminated nine Kirbys, but one returns to the world of the living each time Kirby consumes 100 pieces of fruit. With this rose-hued horde at your disposal, you can make short work of baddies, solve weight-based puzzles (for example, you can make massive flowers collapse), and unlock new stages (you need at least two Kirbys in your arsenal to open the second stage, for instance). **—JUSTIN C.**

DS
PUBLISHER: **NINTENDO**
DEVELOPER: **HAL LABORATORY**
RELEASE: **SEPTEMBER 2011**





Over land and sea and air, the Kirbys are there! [Below] Not only is fruit tasty and nutritious, but it also gets you more Kirbys.



"THANK YOU MARIO! BUT OUR PRINCESS IS IN ANOTHER CASTLE!"

—TOAD, SUPER MARIO BROS., 1985

NINTENDO POWER

We speak games.

SUBSCRIBE TODAY: www.nintendopower.com/speak

© 1985 Nintendo.
Super Mario Bros. and
Nintendo Power are
trademarks of Nintendo.

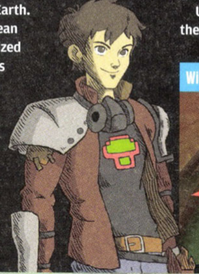
Future
MEDIA WITH PASSION

CENTIPEDE: INFESTATION

The bigger they are, the juicier they squish!

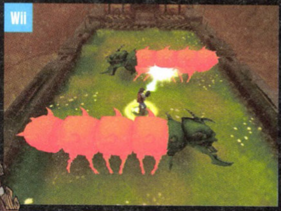
INSPIRED BY THE original Centipede arcade game, Centipede: Infestation is based on a simple premise: obliterating unrelenting waves of insects is a whole lot of fun. It was true for the millions of players who pumped quarter after quarter into the coin-op version when it was released back in 1980, and if publisher Atari and developer WayForward have anything to say about it, it holds true now.

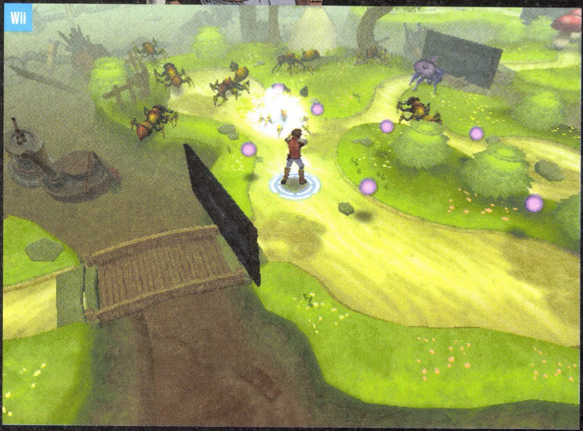
Set in a post-apocalyptic world, Infestation lets players take control of Max (and, in a two-player game, his female cohort Rivet) as they help a girl named Maisy revitalize the Earth. And by "help," we mean blow away any oversized creepy-crawly critters that get in your path. Similar to modern arcade-style shooters like Geometry Wars, you aim and shoot with the Wii Remote controller and move your character with the Nunchuk. (Fans of games like Robotron 2084 and Smash TV can opt for the dual-joystick controls of the Classic Controller.) The mutant bugs come from all sides—even from above or from under the ground—so being able to move while shooting in any direction is a big plus, and each type of critter (including grubs, beetles, ants, moths, and spiders) has its own offensive capabilities and attack patterns. Of course, you can't forget about the titular centipede; the ginormous green nasty promises to make at least one appearance on each of the game's 35 levels.

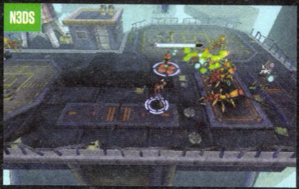


Unlike the original Centipede, however, there's more to Infestation than just nonstop shooting. In some levels you'll have to activate electrical generators to proceed, and in others you'll have to protect Maisy from enemy attacks. There are even some levels in which the air is toxic, and you must run from safe zone to safe zone as you navigate the stage. The game offers a strategic element as well; when defeated, some foes drop seeds that spawn helpful turrets, which skilled players can position to their advantage. Throw in a variety of environments, plenty of power-ups, and more than a dozen weapons (including a flamethrower and a chainsaw!), and you get a fully featured update to an all-time classic. —**CHRIS H.**

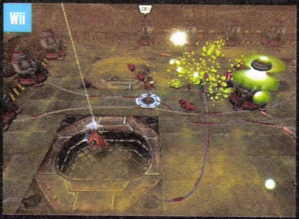
Wii N3DS **PUBLISHER: ATARI**
DEVELOPER: WAYFORWARD
RELEASE: FALL 2011

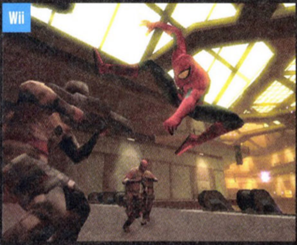


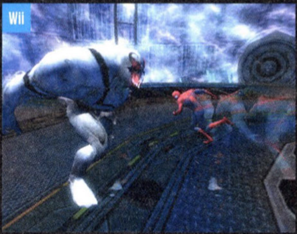


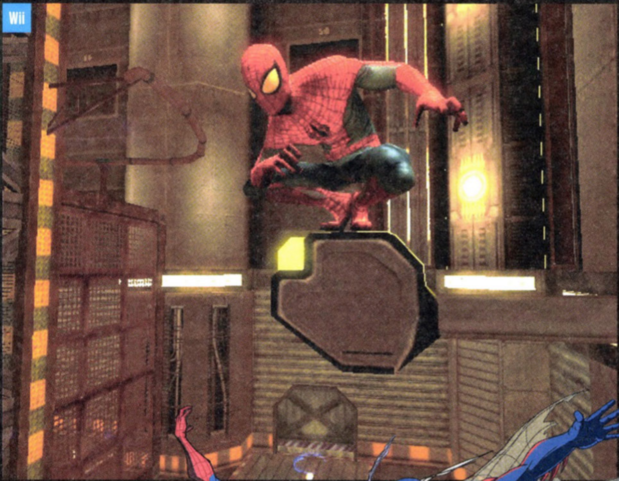


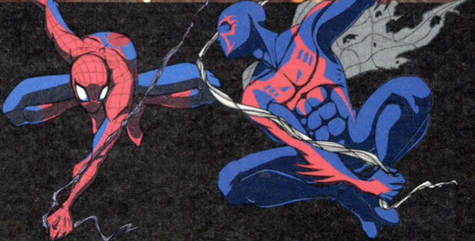
[Above] The N3DS version of the game features touch-screen controls for aiming and firing.











SPIDER-MAN: EDGE OF TIME

Have webbing, will time-travel

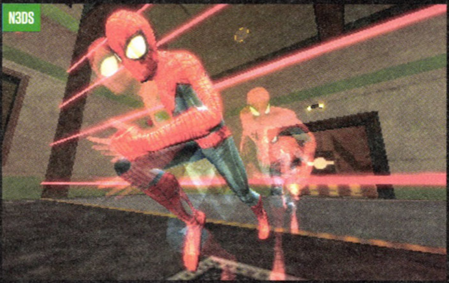
IN LAST YEAR'S Spider-Man: Shattered Dimensions, everyone's friendly neighborhood wall-crawler faced a crisis across multiple comic continuities. His new adventure takes place in the same universe, just at different times. Spider-Man: Edge of Time focuses on the present of Amazing Spider-Man and the dark future of Spider-Man 2099, with the hero's actions in both timelines running in parallel, picture-in-picture style.

Spidey's fighting to prevent the horrors of a twisted year 2099 created when Alchemax scientist Walker Sloan opens a gateway to the past in order to use his knowledge of future technology to become a wealthy and powerful man. Peter Parker, the Spider-Man of the present Amazing era, is trying to keep future events from ever happening, while Miguel O'Hara, the Spider-Man of the year 2099, fights to stay alive—and to get his predecessor out of jeopardy.

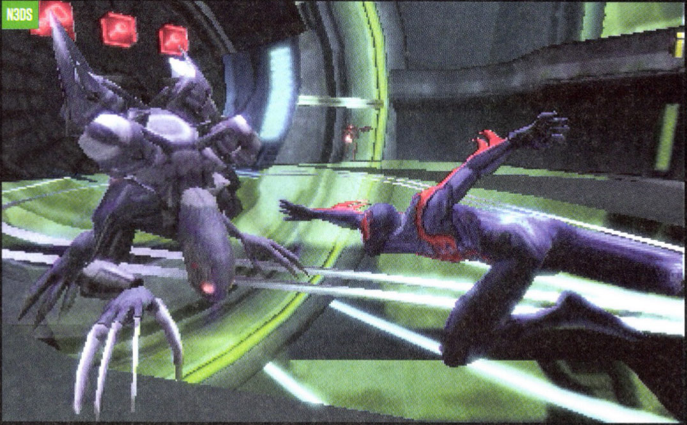
In the present day, Spidey uses powerful web-based attacks and Hyper Sense reflexes—which greatly increases his speed—to defeat foes, and zips through New York City on his high-tensile lines. Meanwhile, future Spidey glides and dives through the air in his aerodynamic suit, preferring to fight up close and personal using razor-sharp claws and his decoy ability, which creates an optical illusion "clone" to confuse enemies.

Key to the gameplay in the Wii and Nintendo 3DS versions are scripted transitions between timelines and a "cause and effect" system whereby Spider-Man's actions in the past directly influence the future. Developer Beenox—the same team behind Shattered Dimensions—explains that players will see the other timeline while playing by means of onscreen windows into that world. In one example, Spider-Man 2099 has to fight a giant robot. The gameplay switches from the future back to the past, in which the player has a chance to destroy parts of the robot's prototype before it's ever completed.

Beenox reps say the company is working hard to retain and improve the authentic feel of Spider-Man's movement from Shattered Dimensions while responding to player feedback about what from that game could have been better. The results will play out pretty much



Apparently, doing whatever a spider can means being able to use Hyper Sense reflexes to run through a laser grid.



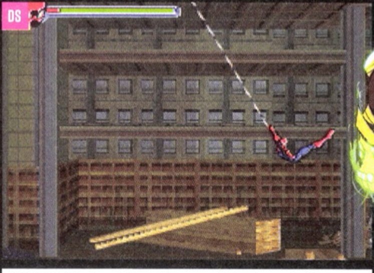
identically on both Wii and N3DS; the version for Nintendo's newest handheld will contain all of the same content as—and look very similar to—its console counterpart. One notable difference, though, will be how the portable version shows what's happening in each timeline simultaneously. In a neat twist, each time period will have its own screen during story sequences. Beenox also promises that the stereoscopic 3D effect on N3DS won't be overblown; instead, it will enhance certain moments, such as heightening the thrill of 2099's free-fall sequences.

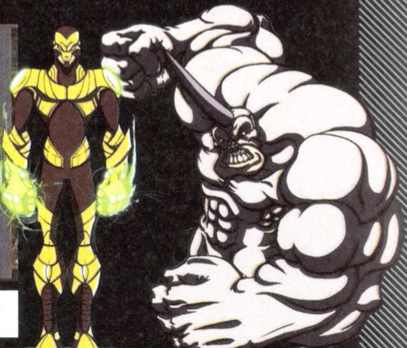
Edge of Time is also due to hit Nintendo DS, and that version is being handled by Other Ocean Interactive (which previously worked on Dark Void Zero for DSiWare). It's a side-scrolling action game rather than being fully 3D, so it has its own art style and feel. The bigger difference, though, is the fact that players will have the ability to swap between the present and 2099 at any time to take control of those periods' heroes. Spider-Man of 2099 might encounter a locked security door, for example, which players can destroy more easily in the past. The DS release of Edge of Time will also feature different locations than its console and N3DS counterparts, such as the Daily Bugle offices in present-day NYC and a Cyber Gaming Arena in the year 2099, and will boast at least two boss characters—Rhino and Shocker—not found in the other versions.

All three editions of Spider-Man: Edge of Time are set to swing onto shelves in October, just in time for us to dye our long underwear red and blue, then go trick-or-treating as our favorite web-head.

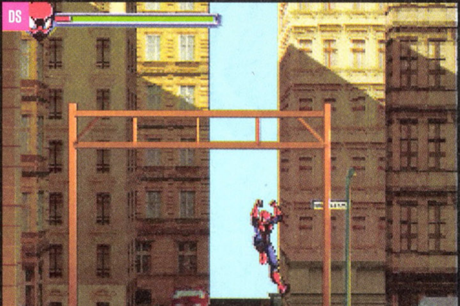
—RANDY N.

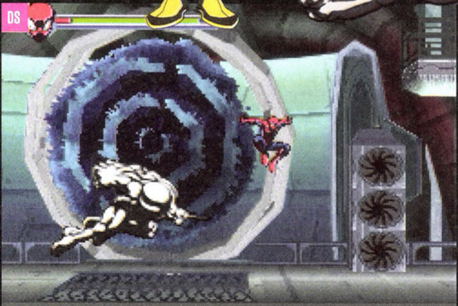
Wii DS N3DS **PUBLISHER: ACTIVISION**
DEVELOPER: BEENOX (Wii/N3DS), OTHER OCEAN INTERACTIVE (DS)
RELEASE: OCTOBER 2011

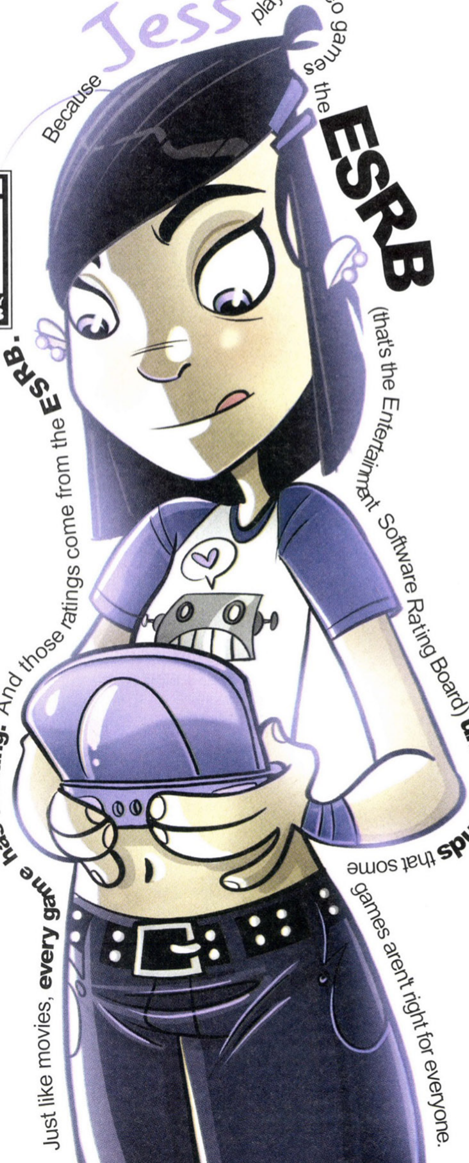




[Right] Spidey's got 99 problems, and Shocker and Rhino are two of them in the Nintendo DS version.







NINTENDO'S NEXT WAVE

Some of gaming's greatest superstars are getting set to supercharge your Nintendo 3DS.

Nintendo heated up the Nintendo 3DS system this summer with The Legend of Zelda: Ocarina of Time 3D, which became an instant handheld classic by improving upon one of the greatest games ever made. And while a lack of further big-name releases this season has left players with plenty of time to enjoy the offerings of the Nintendo eShop, the September arrival of Star Fox 64 3D will lead a late-year rush of highly anticipated titles that includes Pit's long-awaited return in Kid Icarus: Uprising and the Nintendo 3DS debuts of the Super Mario and Mario Kart series. And with Luigi's Mansion 2 and as-yet-untitled Paper Mario and Animal Crossing titles already on the calendar for 2012, Nintendo isn't showing any signs of taking its foot off the gas.

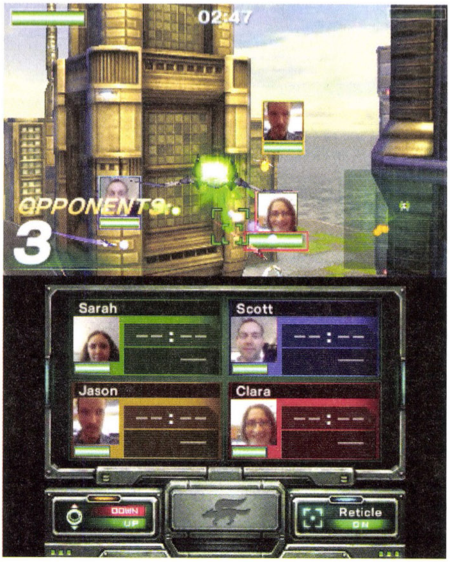
We've played most of these games rigorously and have gathered our latest reports in this all-encompassing collection of N3DS goodness. In addition to what's covered here, be sure to keep an eye out for key third-party releases such as Metal Gear Solid: Snake Eater 3D, which is due in December. The Nintendo 3DS game library has taken a little while to get going, but with so many of Nintendo's biggest and brightest stars on the horizon, N3DS is quickly becoming a system that no Nintendo fan can do without.

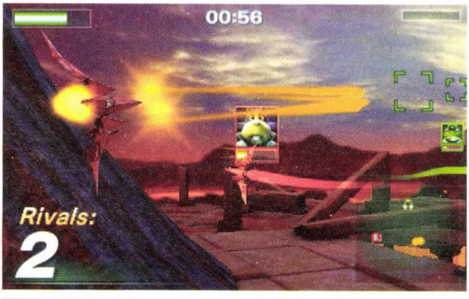
Slippy Toad!
Peppy Hare!
Fox McCloud!
Falco Lombardi!

STAR FOX 64 3D

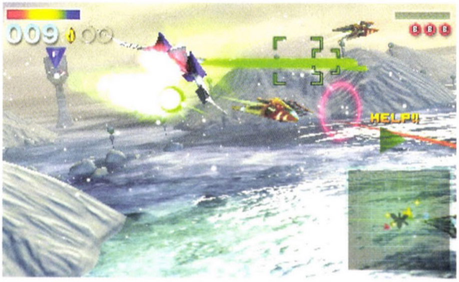
The next wave starts with gaming's finest—and furriest—fighter pilots.

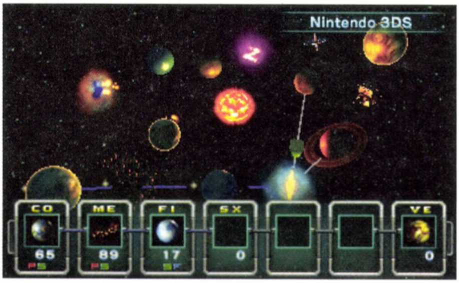
LET'S BE HONEST: as groundbreaking as the original Super NES Star Fox was for pushing a handful of polygons back in 1993, it's painful to play that game today. Star Fox 64, on the other hand, used the extra muscle of the Nintendo 64 to pump out enough polygons for players to easily tell what was happening in the heat of battle, and it didn't water down the basic shoot-'em-up action with the distracting alternate play styles that would be in future sequels. The game sits in the series's sweet spot, which is why it has remained the overwhelming favorite among Fox McCloud's biggest fans. And as with the recent Nintendo 3DS remake of The Legend of Zelda: Ocarina of Time, the team behind Star Fox 64 3D aims to take a series at its best and make it even better.


02:47
OPPONENTS:
3
Sarah
Scott
Jason
Clara
DOWN
UP
Reticle
ON

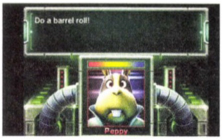

00:56
Rivals:
2

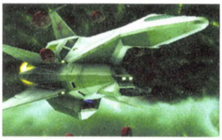
Battle mode lets you look into your enemies' eyes as you blast them from the sky.

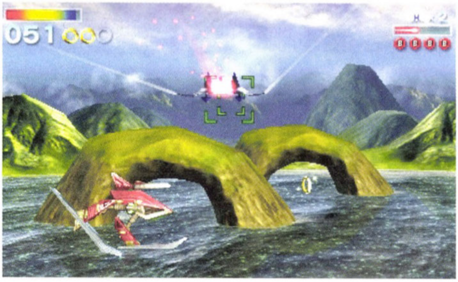




[Above] The remake's enhanced graphics are especially noticeable when playing planetary missions.


Do a barrel roll!





Even without the game's many enhancements (which we'll get to in a moment), Star Fox 64 3D is a perfect fit for a portable gaming platform. Its stages are fairly short and snappy—perfect for playing on the go—and there are enough of them to keep you busy for quite awhile (especially if you get sucked into the new Score Attack mode, in which you can replay levels endlessly to keep improving your performance). Meeting certain secret requirements in some stages will put you on alternate paths through the game, and you'll have to put in quite a bit of work to discover and experience everything. Most missions are on rails—that is, you can maneuver your ship around the screen but your overall path through the stage is predetermined—but some levels and boss fights switch things up by letting you roam freely over the battlefield. As Fox McCloud, the leader of Team Star Fox, you fly into battle with three teammates at your side. It can be a bit annoying when they constantly call on you to blast a bogey off their backs, but keeping them around has its advantages: Peppy Hare gives general advice; Slippy Toad shows you a boss's life bar; and having Falco Lombardi at your side makes it more likely that you'll travel through tougher routes.

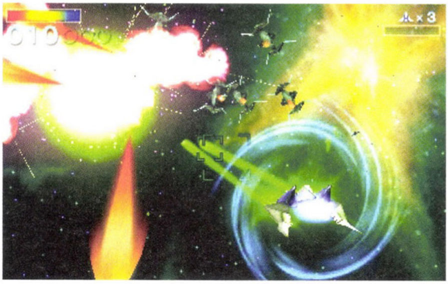
The first thing that fans of the original Star Fox 64 are sure to notice about the remake is its overhauled graphics, especially in missions that take place on a planet. The frame rate has also seen a significant improvement, making it more fun than ever to put your Arwing through its paces: flying sideways, boosting, pulling a somersault, and, of course, performing the best video game barrel roll this side of Donkey Kong. Star Fox 64 3D also includes the option to steer your ship with motion controls by moving the Nintendo 3DS system itself, which we found fun to try but ultimately inferior to the smooth precision of the Circle Pad.

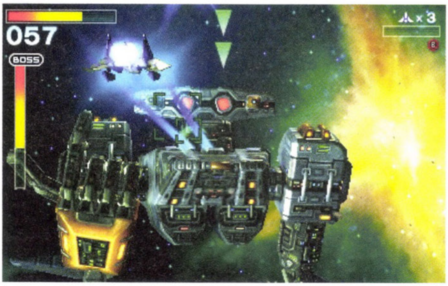
Rounding out the new additions is rerecorded character dialog (using the same voice actors as the original N64 version of the game); a bottom screen that displays friends and foes who call you during radio communications; and, as expected, some very nice stereoscopic 3D effects, which add a lot to a game with a behind-the-ship perspective where you're always looking toward the horizon.

Last but not least is a local-wireless Battle mode in which up to four players can dogfight in the skies above various locations. Only a single Game Card is needed, and there is a healthy number of play options—such as winning conditions—to set to your liking, but the general idea is always to maneuver behind an opponent and blast him like crazy. And while you don't have to use the handheld's inner camera to display a live video feed of everyone's faces as you play, why wouldn't you?

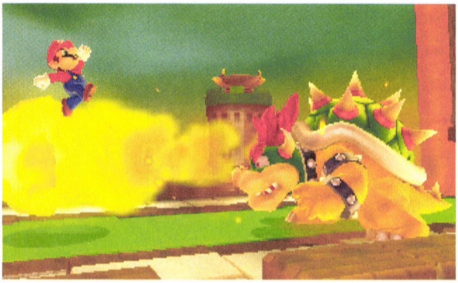
After countless dogfights among ourselves and against the evil forces of Fox's archenemy Andross—and even against Slippy when we felt like joining in with his attackers—we can confirm that Star Fox 64 3D is exactly as advertised: a polished and perfected edition of the best Star Fox adventure we've seen so far.

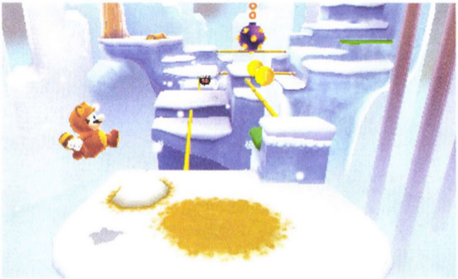
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE: SEPTEMBER 2011





ALL SCREENSHOTS HAVE BEEN CAPTURED IN 2D MODE.





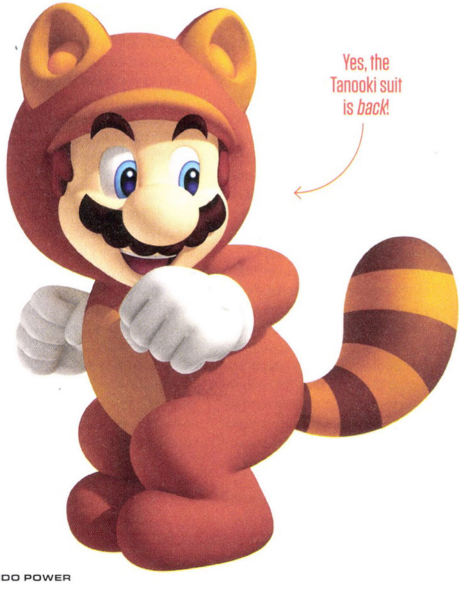
SUPER MARIO*

A fresh perspective on a legend

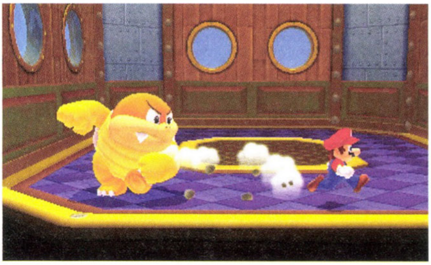
SOME GAMERS UNDOUBTEDLY had their questions about the Nintendo 3DS handheld, but the announcement earlier this year of a brand-new Mario platformer—simply titled Super Mario at present—was like a rallying cry for Mario enthusiasts around the world. And now that we've played a few levels from the unique new offering, there's no doubt that the trademark Mario magic will be alive and well on the N3DS later this year.

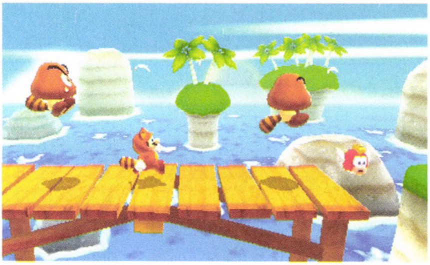
Super Mario blends elements of the best side-scrolling and 3D Mario games in a whole new way, and unlike New Super Mario Bros., it's not just a 2D game updated with polygonal graphics; it feels like a cross between Super Mario Bros. 3 and Super Mario 64, as it includes many familiar elements from the NES classic while introducing varied gameplay opportunities set in creative new settings.

What really separates Super Mario from past entries, though, is perspective. Instead of putting the camera controls in your hands, the game uses different viewpoints to frame the action, which results in very distinct play experiences—and even diverse segments of larger missions. Many of the stages may look like traditional side-scrolling affairs, but Mario can move freely within the space as he could in Super Mario 64—for example, one stage we played (with

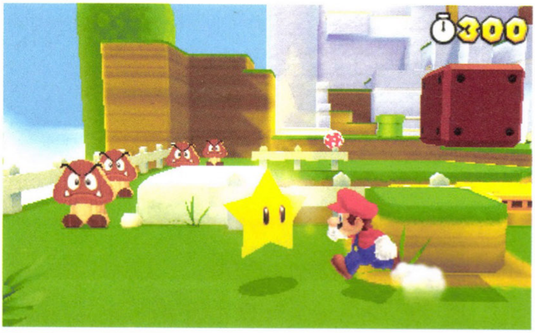


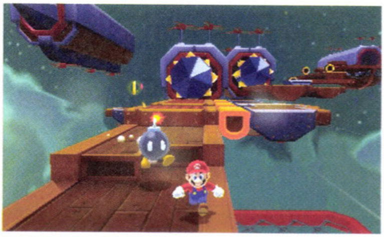
Yes, the Tanooki suit is *back*!

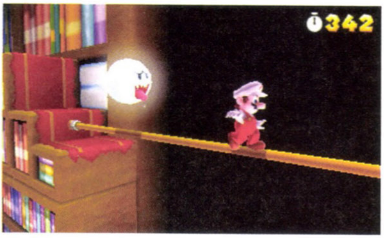


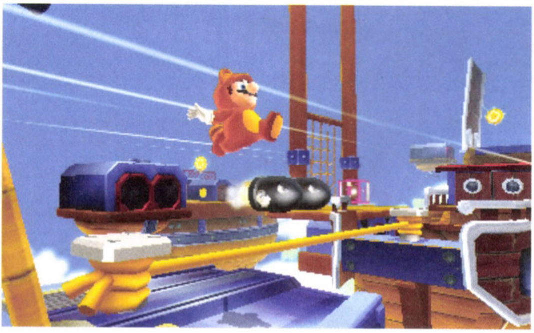


* NAME NOT FINAL. ALL SCREENSHOTS HAVE BEEN CAPTURED IN 2D MODE.

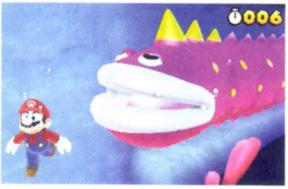








You can tell by the camera angles in these screenshots that Super Mario is built to look great in 3D.



the recognizable gray, underground look) had item boxes and enemies located in the foreground or background of the scene.

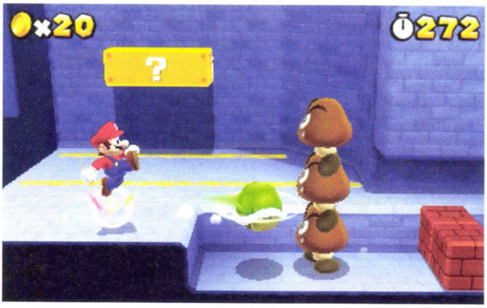
Elsewhere, the levels give Mario a bit more space to roam around and interact with items, puzzles, and enemies in both fresh and familiar ways. In one outdoor stage, we smashed forward through a handful of harmless wooden cutouts of Goombas before encountering a real one, and later got our first look at the new Tanooki Suit—a long-awaited flashback from Super Mario Bros. 3. Mario can use the suit to wag his tail and flutter through the air between platforms, and his enemies even rock a similar tail on occasion.

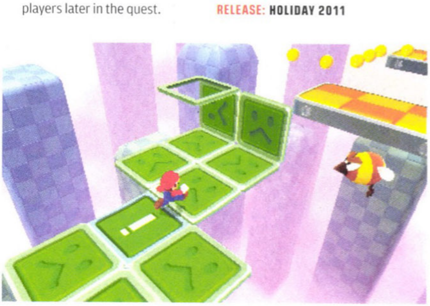
In another stage, we put Mario into a side-scrolling platform gauntlet across several flying airships as he ran along tightropes while avoiding giant bullets and other hazards. At the end of this stage, we found ourselves in a battle against Boom Boom—a boss enemy from Super Mario Bros. 3—who spins around a confined space and makes himself dizzy as a result, giving you a brief opportunity to jump on his head.

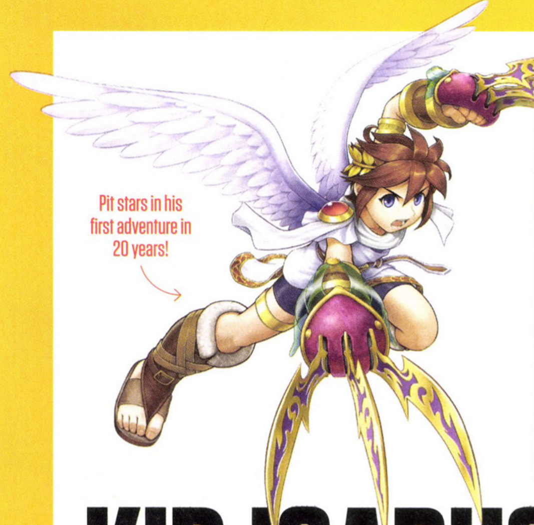
The final level we played took cues from Super Mario Galaxy, as Mario had to run across platforms in the sky that unfolded only after he jumped on a switch. Quick reflexes and smart decisions helped keep our revered hero from a steep fall in the most challenging of the stages we viewed—but since all four levels we played were from the game's first three worlds, we're certain that even more diverse and difficult moments await players later in the quest.

Super Mario looks a lot like some of the all-time classics in the series, but the unique viewpoints—including direct and angled overhead shots—create all-new play experiences that look to make this original offering something truly special for Mario fans this holiday season. The 3D screen amplifies the unique visual effects, making the Nintendo 3DS the perfect platform for this sharp-looking new adventure. **—ANDREW H.**

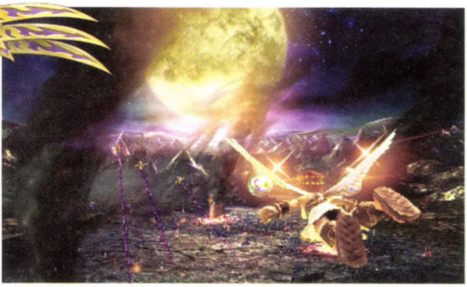
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE: HOLIDAY 2011







Pit stars in his first adventure in 20 years!



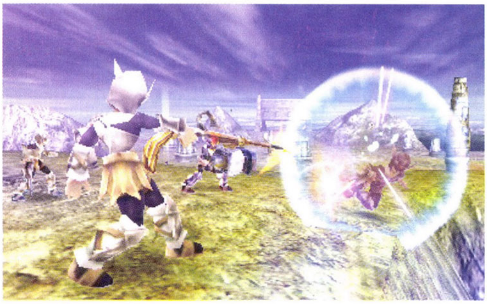
KID ICARUS: UPRISING

After two decades away, the Kid's grown up.

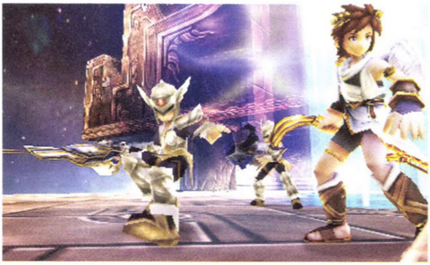
WHEN THE MEDUSA-SLAYING angel from Kid Icarus, Pit, returned from his extended sabbatical to join the Super Smash Bros. Brawl roster, fans saw it as a promising sign that the beloved NES hero might one day star in a new adventure. The 2010 E3 reveal of Kid Icarus: Uprising affirmed those hopes—and now that we've finally gotten our mitts on a demo of the game, we feel confident that the final product will be worth the staggering 20-year wait.

Uprising isn't a remake or even a reimagining of the original grueling, side-scrolling action-platformer. As previously reported, each of the game's stages is divided into three parts: a five-minute on-rails flying segment (reminiscent of games such as Sin & Punishment: Star Successor and Star Fox); a hack-and-slash ground battle; and an epic boss fight against one of Medusa's mythological monsters. The basic controls are the same for every kind of combat: you use the Circle Pad to move around, the L Button to blast baddies, and the stylus to target enemies (and to shift the camera while on foot). The controls make perfect sense on paper, but in practice take some getting used to. Admittedly, a short demo doesn't offer enough play time for the controls to become second nature, but it felt like the scheme would be easier to master if we had an extra arm. There may be a trade-off for the somewhat steep learning curve, however, in that the game seems to be tuned for pro players. For example, fans of the Super Smash Bros. games (which had the same designer/director as this title) will recognize the twitchy difference between easing the Circle Pad into a walk and slamming it into a run or a dodge maneuver. Precise button and Circle Pad presses are required to deftly navigate the subtle differences in commands.

Our demo gave us our first crack at the game's multiplayer combat, which is already rock-solid. Matches are fast and furious, and button-mashing won't assure victory—it'll just get you killed. Few things are more satisfying than sizing up an opponent from across the battlefield, locking your crosshairs on him from way off in the distance, and watching your arrows sail to hit their mark. Well, maybe more satisfying are the kudos from your teammates after that happens. That's right: Uprising's multiplayer



A multiplayer match is won when one side defeats the other's Pit.



ALL SCREENSHOTS HAVE BEEN CAPTURED IN 2D MODE.

The stereoscopic 3D visuals are drop-dead gorgeous, and seem to extend infinitely into the horizon. 3D also helps you tell how close an enemy is.

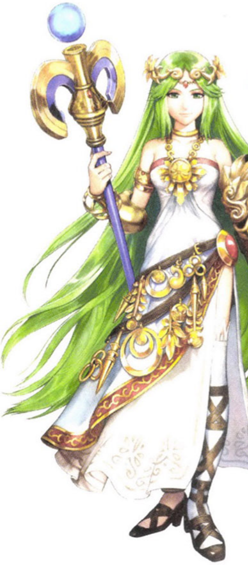
centers on team-based matches, with the three members of the "light" and "dark" teams selecting weapons and then duking it out.

The multiplayer level we played was set in a grassy field with some decaying columns strewn about. Use of cover is vital for survival, as is strategic selection of your weapons, as they affect your movement speed, shot range, melee options, and power. Each team starts with a set number of points that decreases as its members fall. Once all of a team's points are gone, its last defeated member is revived as the superpowerful Pit, whom the opposing team must defeat to win the match.

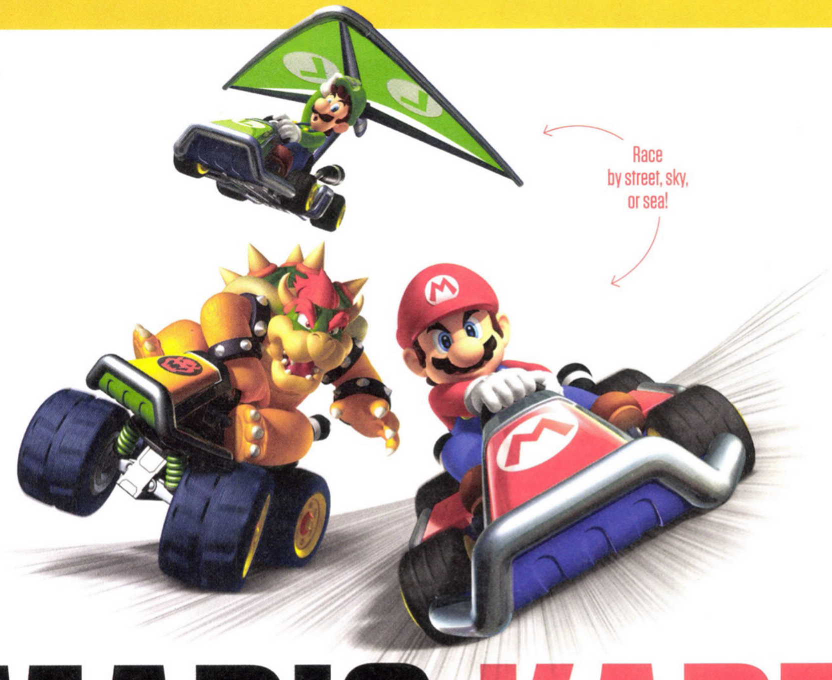
This isn't the only kind of multiplayer action available, though. Nintendo's E3 2011 press conference teased AR card-based competition, making Uprising one of the most futuristic N3DS offerings to date. Though the subtleties of this mode aren't yet clear, we know Medusa, Monoeyes, Hewdraws, Stackjaws, and various other Kid Icarus characters will leap into augmented reality to bash each other's skulls in. It's a hoot to see Pit and all the others seemingly bob and weave right on a tabletop.

There is a wide variety of content packed into Kid Icarus: Uprising, but try not to let your mind be blown beyond repair: Hopefully this will be the first of many more Kid Icarus games to come. Now that Pit has finally returned, the idea of him snagging yet another starring role no longer seems quite so far-fetched. **–DAVID W.**

PUBLISHER: NINTENDO
DEVELOPER: PROJECT SORA
RELEASE: HOLIDAY 2011



The goddess Palutena returns!



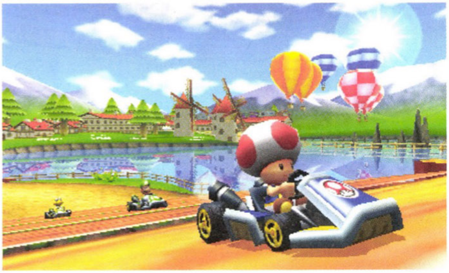
Race
by street, sky,
or sea!

MARIO KART*

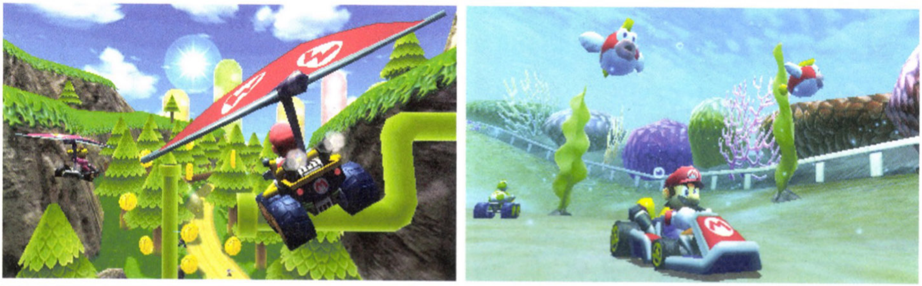
The wildest kart racing yet!

MARIO KART has been a staple in the library of nearly every Nintendo platform released since the Super NES, and based on what we've seen and played of the latest version for the Nintendo 3DS handheld, it's clear that the development team isn't close to running out of fresh ideas for the beloved racing series.

At its core, the tentatively titled Mario Kart for N3DS bears a lot of the hallmarks of previous entries, with a variety of famed Mushroom Kingdom drivers—we've spotted Mario, Luigi, Peach, Donkey Kong, and several other mainstays so far—drifting around locations inspired by previous Mario games and new versions of classic series tracks. The biggest change to what we know and love about Mario Kart comes when approaching a ramp and launching off into the sky. Instead of simply being flung toward a predetermined destination, your kart sprouts a hang-glider attachment and hovers over the track for as long as you can keep it above ground. Staying afloat is as easy as moving the Nintendo 3DS forward and backward, though you'll encounter hazards such as trees and windmills on the way back down to sold ground. Plus, you can accumulate coins in the sky (and on the track), which return to the series for the first time since Mario Kart: Super Circuit on Game Boy Advance.



The sky is not the only new terrain for Mario and pals, though: segments of certain tracks let you race underwater for the first time. Once submerged, the karts spring propellers that push them through the liquid abyss, and the slightly slowed pace gives you a chance to



Soaring through the skies and sliding across the ocean floor each add a dramatically different feel to the series's traditional style of drift-heavy racing.

scope out the Cheep-Cheeps and dodge the dangerous clamshells that may line the outskirts of the track.

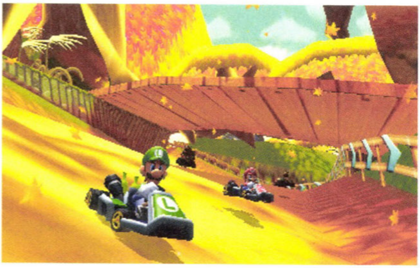
Mario Kart for N3DS also offers the most control yet over what you drive, due to enhanced vehicle-customization features that let you create your own machine by merging any available wheels, body, and hang-glider mechanisms. Not only do the choices dictate what your kart looks like—from a sleek, classic design or something resembling a bite-sized monster truck—but they also determine how easily you'll drift around turns and maneuver along different track surfaces.

The move to 3D hasn't tamed Mario Kart's vibrant aesthetic; in fact, the game looks downright fantastic on the Nintendo 3DS screen, running at a steady 60 frames per second even with the full 3D effect activated. In fact, 3D adds a wonderful sense of visual depth, as oncoming missiles seem like bigger threats than ever before, and even the Blooper ink attack flies onto the screen from a distance. And in addition to some classic courses from past titles, the game includes other well-known locales, such as tracks inspired by Donkey Kong Country Returns (thanks to input from Retro Studios).

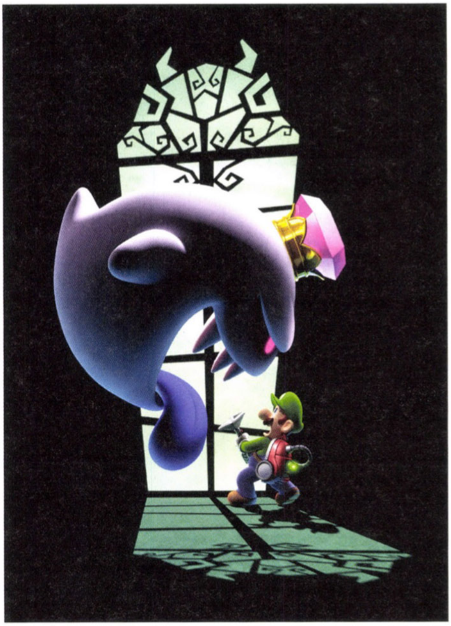
StreetPass and SpotPass features will be utilized in some form, plus the game offers both local wireless and online competition for up to eight players, as well as support for Mii drivers.

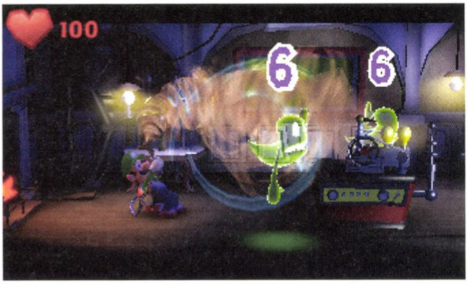
To enhance the traditional series experience, Mario Kart looks to utilize nearly every function of the Nintendo 3DS hardware, whether it's with the sharp 3D visuals or the addition of new gameplay elements that leverage the system's strengths without trampling on the core racing approach that we know and love. Many more details are sure to be unveiled before the game's expected holiday launch, but judging by what we've played so far, this could be the best handheld Mario Kart yet. **—ANDREW H.**

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE: HOLIDAY 2011

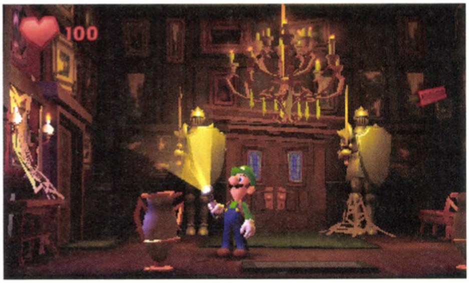


* NAME NOT FINAL. ALL SCREENSHOTS HAVE BEEN CAPTURED IN 2D MODE.





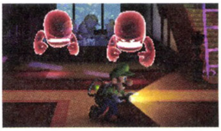
[Above] As before, sucking a ghost into the vacuum feels a lot like reeling in a fish. [Below] The new mansions are packed with a lot of cool details.

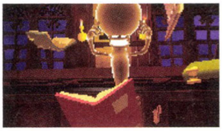


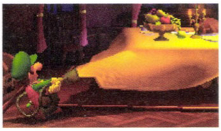
LUIGI'S MANSION 2

The other brother finally lands another starring role.

WHEN THE FIRST When the first Luigi's Mansion released alongside the Nintendo GameCube a decade ago, the green-clad hero's first starring role was met with cries of "Where's Mario?" But players were won over by the game's fun controls, oodles of spooky charm, and countless rooms crammed with clever puzzles. Many fans have clamored for a sequel ever since, and thanks to Next Level Games—the fine folks behind the Mario Strikers games and the Wii revival of Punch-Out!!—Luigi will finally get back to busting ghosts early next year.





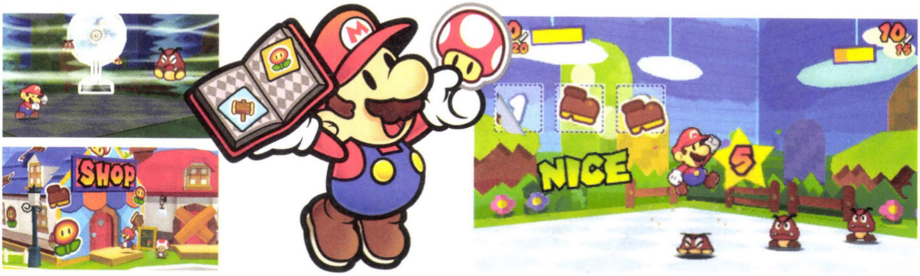


Luigi once again uses Professor E. Gadd's Poltergust vacuum to suck up pesky poltergeists, pull on puzzle elements, rip down wallpaper that conceals secret areas, and draw out money that's hidden in just about everything, but the device works a bit differently this time. Now before you can suck a ghost into the Poltergust, you must stun the phantom by pressing the A Button to flash a strobe light. Also, whereas the GameCube controller's C Stick was originally used to aim the vacuum, that's now done by simply pointing Luigi toward the ghost or object you want to target and tilting the Nintendo 3DS up or down to aim high or low.

There is an even greater variety of gameplay than before, with a wide array of new ghost types and puzzles to challenge, and the game's environments are even more interactive than those in the original—just about everything in them rattles, opens, bends, or reacts in some other way, which really brings the mansions to life. And we did say *mansions*—unlike the first game, the sequel boasts multiple haunted locations to explore.

Other details are scarce at this point, but we're already sold. Actually, we were sold the moment we saw "Luigi's Mansion 2" displayed on the title screen. Luigi may not be as courageous as his better-known bro, but his cowardice just adds to the comedy when he's dodging flying library books, darting past animated suits of armor, and falling down stairs that retract when tread upon. And with Super Mario due to arrive on Nintendo 3DS first, maybe Luigi can enjoy his turn in the spotlight without everyone asking about his brother.

PUBLISHER: **NINTENDO**
DEVELOPER: **NEXT LEVEL GAMES**
RELEASE: **2012**



PAPER MARIO*

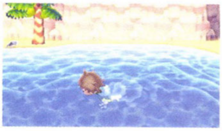
2D meets 3D in Mario's next epic RPG adventure.

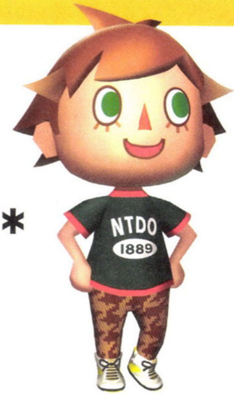
MARIO IS BACK on the slim side of the Mushroom Kingdom. Eschewing the traditional-platforming direction the franchise took with Super Paper Mario, Paper Mario for the Nintendo 3DS system reunites us with the good ol' turn-based combat of the first two titles in the series.

But as you might expect, there have been some tweaks made to the formula: this time around, Mario utilizes items with a magic sticker book. Boot and hammer stickers enhance your trusty jump and hammer attacks, and new items such as scissor and desk-fan stickers add to the paper motif by slicing and gusting papery foes to their doom. Even the beloved Frog Suit from Super Mario Bros. 3 makes an appearance as a sticker.

Another new addition is the altered camera angle during battles; the camera is now set at an isometric point of view for optimum 3D effect. Everything we've seen nurtures the classic Paper Mario spirit, which we're more than happy to embrace. 2012 can't come soon enough! **–CODY M.**

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE: 2012

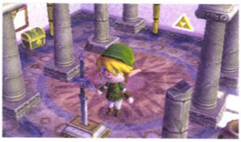




ANIMAL CROSSING*

Get ready to move into a whole new neighborhood.

NOT MUCH HAS been revealed about next year's Nintendo 3DS installment of Animal Crossing, although we've gathered a few clues from what we've seen so far. Taller, slightly less-kiddy characters are the most obvious change, along with the new ability to dive into water for a swim. We've also spotted plenty of familiar elements, from seasonal changes to tried-and-true tools such as the bug-catching net. A long list of new items, decorations, and clothing options are a given, as evidenced by the awesome homage to The Legend of Zelda (check the screenshot below) that comes complete with pointy ears and the Master Sword!



We're always up for spending lazy days with our furry friends, but we're hoping for more new things to do than were offered in the very predictable Animal Crossing: City Folk for Wii. The many social functions of the N3DS seem like a perfect fit for this franchise, so color us optimistic. **–CHRIS S.**

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE: 2012

---

* NAME NOT FINAL. ALL SCREENSHOTS HAVE BEEN CAPTURED IN 2D MODE.

STILL SUPER

Celebrating two decades of 16-bit greatness with a look at the games and events that defined the Super NES era.

1991 AFTER ALL THESE YEARS 1997

SUPER NINTENDO
POWER
RESET
EJECT
SUPER NINTENDO
ENTERTAINMENT SYSTEM
SELECT
START
X
A
Y
B

What makes a video game system super? Is it awesome games? Is it cutting-edge technology? Whatever it is, the Super Nintendo Entertainment System (Super NES) had it. After revitalizing the gaming industry in 1985 with the 8-bit NES, Nintendo was the clear leader in the world of interactive entertainment—but how would Mario and friends take video games to the next level? Nintendo answered that question with the Japanese release of new, more powerful hardware—the Super Famicom—in 1990, and the following year the device landed in North America as the Super NES.

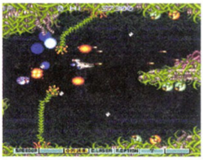
The system was more about evolution than revolution, but it was evolution on an epic scale for its time. Equipped with a 16-bit processor, the Super NES could handle twice the amount of data as the original NES, and the hardware boasted upgrades across the board—better resolution, more colors, a separate sound processor, and the ability to display many more moving objects (sprites) and simultaneous graphical layers than other consoles on the market. And no rundown of the Super NES console's capabilities would be complete without a mention of Mode 7 technology, which was used to scale and rotate backgrounds to create an unparalleled sense of depth. Of course, any system needs software to go with it, and the Super NES played host to a vast selection of timeless classics. From vastly upgraded sequels (Super Mario World, The Legend of Zelda: A Link to the Past, Super Metroid) to arcade ports (Final Fight, Street Fighter II) to all-new experiences (F-Zero, EarthBound, Chrono Trigger), the Super NES library was one of the best imaginable.

It's been 20 years since the Super NES was released, but the experiences and memories that the system created will remain for generations to come (and if you don't believe it, you can see for yourself on the Wii system's Virtual Console). To commemorate the anniversary, we're taking an in-depth look back at the games and landmark moments that defined what the Super NES era was all about.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

READY FOR LAUNCH

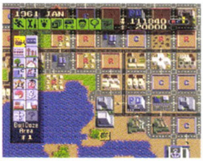
The Super NES arrived in stores at the end of August, 1991. Priced at $200, the original hardware package included the Super NES console, two controllers, the Super Mario World game cartridge, and all of the necessary hookup cables. The controllers represented a fairly significant jump in complexity over those of the NES; in addition to the Control Pad, A, B, Start, and Select, the controller added X and Y Buttons and, in a console first, the L and R shoulder buttons. Nintendo also released two new properties—F-Zero and Pilotwings—along with a Nintendo-ized version of SimCity to round out its launch lineup. Third-party publishers contributed several titles available at or near the system's launch, as well, including Konami's Gradius III and Acclaim's Populous.



Gradius III

KONAMI | 8•1991 | ON Wii VIRTUAL CONSOLE ☑

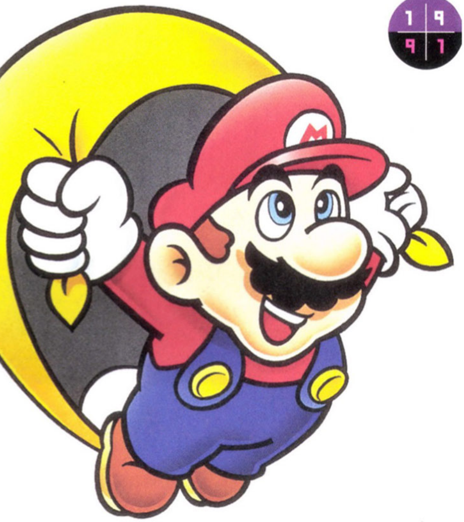
In the late '80s and early '90s, Gradius was one of the premier names in side-scrolling shooters. Gradius III took the series to the next level with previously unimaginable visuals and epic, screen-filling boss battles. The soundtrack was excellent, as well. Unfortunately, the game was also plagued with slowdown when the action got too intense.



SimCity

NINTENDO | 8•1991 | ON Wii VIRTUAL CONSOLE ☑

Nintendo went all out in porting this iconic city-building simulator to the Super NES, successfully adapting mouse controls to the Control Pad and adding fun extras such as Bowser attacks. Also notable is the way Soyo Oka's masterful soundtrack compositions shifted from a soothing tone to a busier, mechanical vibe as cities grew.



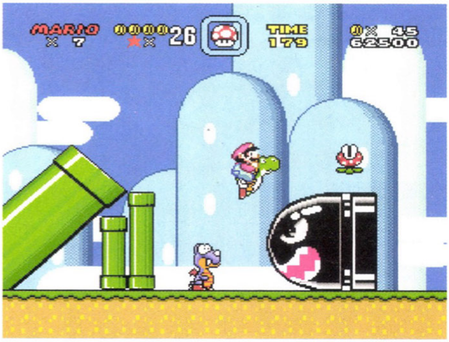
Super Mario World

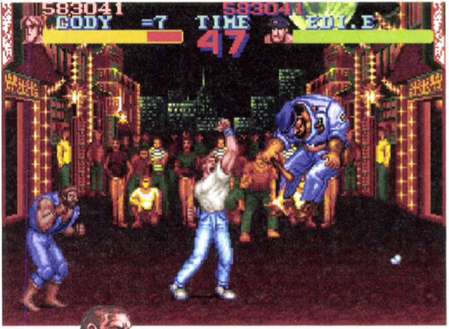
NINTENDO | 8•1991 | ON Wii VIRTUAL CONSOLE ☑

As is often the case with Nintendo systems, the premier launch title for a console (in this case, the Super NES) remains one of its very best games. Super Mario World came packed with the hardware and provided every new Super NES owner with the perfect demonstration of what they'd signed up for: big, colorful graphics and state-of-the-art sound effects. Once players heard the crisp echo of a Swooper's wings fluttering in an underground cavern, none of the crunchy, low-fi sounds of Sega's rival 16-bit machine would do.

Although Super Mario World is a fairly straightforward sequel to Super Mario Bros. 3, which had debuted just the previous year, the game introduced several popular elements to the series—such as Yoshi, the spin jump, and a yellow-cape-adorned Mario (which, while appearing only in this one game, became an iconic iteration of the character). Additionally, a plethora of alternate paths and optional stages makes Super Mario World one of the series's most secret-packed installments. There's even a collection of bonus stages hidden within another collection of covert bonus stages!

The game's rank among the series's side-scrolling installments is debatable, but it definitely deserves a spot near the very top. When we remember our favorite 16-bit console, we think of Yoshi green instead of Super NES purple.





Final Fight

CAPCOM | 9•1991

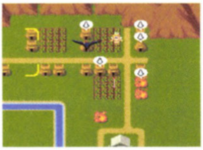
ON Wii VIRTUAL CONSOLE ☑

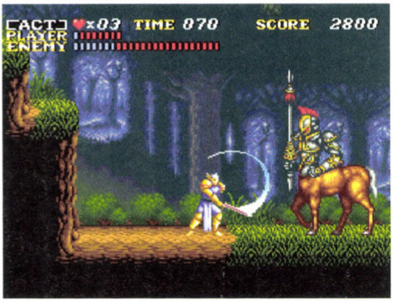
Available shortly after the Super NES launched, Final Fight impressed early adopters with its large sprites, bone-crunching action, and detailed graphics. Sure, it was missing a few features of the arcade game upon which it was based (including one level, one playable character, and co-op action), but this beat-'em-up was nonetheless a huge step above similar efforts on other systems. And how can you not like a game about a pro-wrestling mayor who piledrives criminals and eats BBQ out of trash cans?

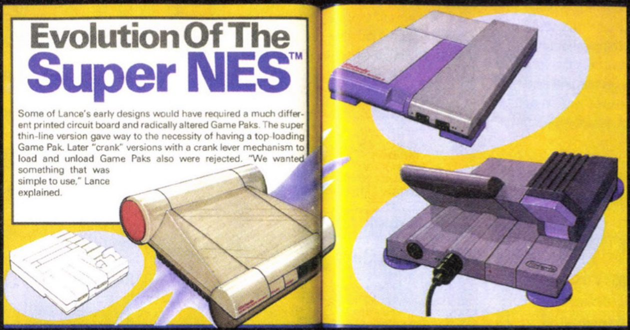
ActRaiser

ENIX | 11•1991 | ON Wii VIRTUAL CONSOLE ☑

New technology often paves the way for new gaming experiences, and that was certainly true with ActRaiser. Part side-scrolling action game and part god simulation, ActRaiser was like nothing that had come before (or has come since). It might seem like a weird combination, but the two components complemented each other flawlessly. The game also made great use of the hardware's advanced features, with dizzying Mode 7 zoom/rotation effects prior to each stage, and an amazing symphonic score by legendary gaming composer Yuzo Koshiro.







Evolution Of The Super NES™

Some of Lance's early designs would have required a much different printed circuit board and radically altered Game Paks. The super thin-line version gave way to the necessity of having a top-loading Game Pak. Later "crank" versions with a crank lever mechanism to load and unload Game Paks also were rejected. "We wanted something that was simple to use," Lance explained.

THE SUPER NES THAT COULD HAVE BEEN

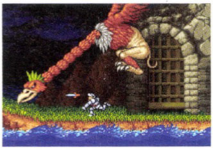
Though not as iconic as the NES, the Super NES features a very distinct look. It could have turned out quite different, however. Take a look at these early design sketches, originally printed in Nintendo Power Vol. 25.

Super Ghouls 'n Ghosts

CAPCOM | 11•1991

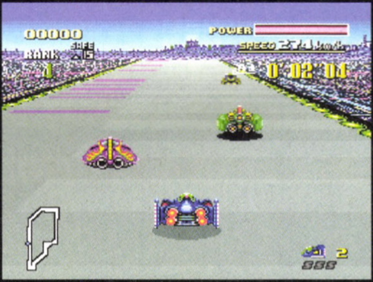
ON Wii VIRTUAL CONSOLE ☑

Previous Ghouls 'n Ghosts games were based on arcade titles, but Super Ghouls 'n Ghosts was developed from the ground up for the Super NES. The game didn't stray far from its roots, though; like its predecessors, Super Ghouls 'n Ghosts boasted creepy horror themes and tough-as-nails gameplay, along with fantastically designed stages that took advantage of the Super NES system's hardware capabilities.



SEVENTH HEAVEN

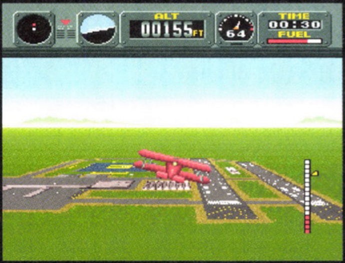
While the dramatically enhanced sprites and color palettes really caught the eye of new Super NES owners in 1991, it was the Mode 7 graphics feature that sold many players on the 16-bit revolution. Mode 7 referred to a hardware option that let developers scale and rotate backgrounds during games, but for the average gamer, it simply meant alluring new 3D effects that allowed for brand-new game experiences.



F-Zero

NINTENDO | 8•1991 | ON Wii VIRTUAL CONSOLE ☑

F-Zero used the Super NES hardware's Mode 7 graphics to expert effect right out of the gate, creating an intense futuristic racing experience that dazzled with impressive speed and visuals. It was like no other racer we'd played on a home console at the time, and the original design helped pave the way for other futuristic racers to follow. Much has changed over the last two decades, but F-Zero still looks and plays beautifully today.



Pilotwings

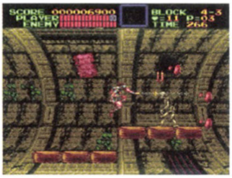
NINTENDO | 8•1991 | ON Wii VIRTUAL CONSOLE ☑

Though the series has since helped launch two more Nintendo systems, the original Pilotwings for Super NES was the most revolutionary of them all, thanks to Mode 7 effects that made gliding through rings and skydiving onto targets a revelation back in 1991. Midair maneuvers came to life like never before on a console—actions such as flying a plane and commanding a rocket belt appealed effortlessly to players of all ages.

Super Castlevania IV

KONAMI | 12•1991 | ON Wii VIRTUAL CONSOLE ☑

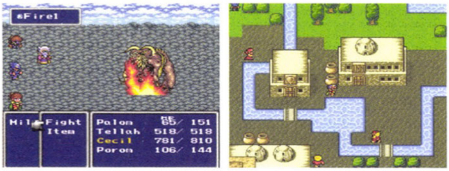
There are a few key moments in Super Castlevania IV's fourth level that especially stand out: the rotating chamber (in which you must hang from a grapple point while the room moves around you), and the spinning room that followed it (in which the background spins as if you're inside a rolling barrel). Such crazy effects were incredibly memorable, and when combined with impressively responsive controls, a multidirectional whip, and the series's famous Gothic motif, they helped create one of the Super NES console's most captivating early experiences.



Final Fantasy II

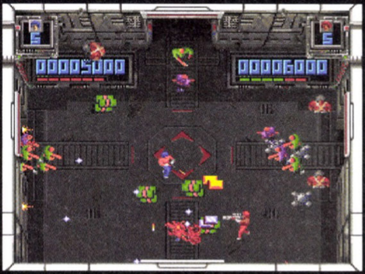
SQUARESOFT | 11•1991 | ON Wii VIRTUAL CONSOLE ☑

The early release of Final Fantasy II (aka Final Fantasy IV in Japan) heralded a bright future for RPGs on the Super NES. The game was developed quickly, and outside of using Mode 7 effects here and there, Square Enix put little effort into exploiting the hardware's advanced graphics capabilities. But the developers reveled in the expanded cartridges that allowed them to pack in amounts of content that would never have been possible on the NES. That increased capacity allowed for an expanded world, a large cast of characters, and a melodramatic story that was a sea change from the personality-free RPGs of generations past. The success of the game's storytelling would drive the series's evolution for two decades to come.



ARCADE PERFECTION

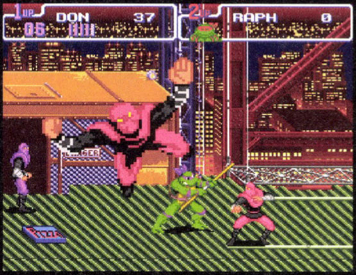
In the early days of video gaming, the holy grail of every publisher was to create arcade-perfect titles that you could play in the comfort of your own home. The Super NES brought that dream one step closer to reality.



Super Smash TV

ACCLAIM | 2•1992

One of the earliest examples of a nearly flawless arcade adaptation was Super Smash TV, Acclaim's home version of a Williams coin-op. The Super NES controller's Control Pad and four face buttons easily replicated the arcade machine's dual-joystick controls, and the hardware had no trouble packing the screen with countless enemies, power-ups, and projectiles, even in two-player co-op mode.



Teenage Mutant Ninja Turtles IV: Turtles in Time

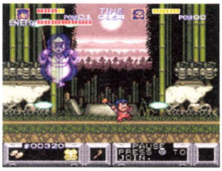
KONAMI | 8•1992

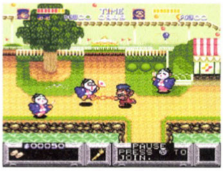
Though a good game, the NES port of the first Teenage Mutant Ninja Turtles coin-op clearly couldn't hold a candle to its arcade cousin. That wasn't the case with the second TMNT title, which hit the Super NES as TMNT IV: Turtles in Time. Not only did the 16-bit version look every bit as impressive as the arcade original, but it featured several enhancements (including new levels and new bosses) that made it the superior version. Plus, the ability to throw enemies out of the screen was beyond awesome.

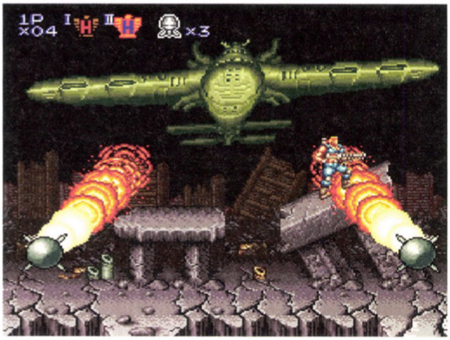
The Legend of the Mystical Ninja

KONAMI | 2•1992 | ON Wii VIRTUAL CONSOLE ☑

No one really knew what to expect from The Legend of the Mystical Ninja. Though the series was fairly big in Japan (where it was known as Goemon), it was uncharted territory for North American gamers. What players discovered was intense co-op action with RPG elements and a very bizarre sense of humor. How many games, after all, featured roly-poly naked dudes as enemies?



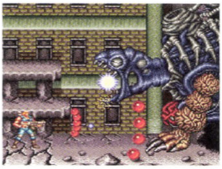


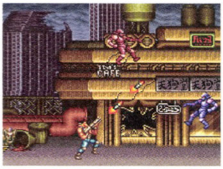


Contra III: The Alien Wars

KONAMI | 4•1992 | ON Wii VIRTUAL CONSOLE ☑

Konami's famously challenging side-scrolling shoot-'em-up stormed back into action on the Super NES and had arguably never been better. Utilizing the system's enhanced color palette, larger sprites, and Mode 7 scaling/rotation/zooming, it delivered screen-rattling action on a scale never before seen at home. True to the two previous NES installments, the traditional side-view stages in Contra III: The Alien wars were interspersed with ones featuring alternate viewpoints, in this case from directly above the action. Mode 7 was used to rotate the entire playfield to stunning effect, and whether placing players behind the controls of a tank, on a speeding hoverbike, or hanging from airborne missiles (while shooting!), the game was as over-the-top as it was tough.

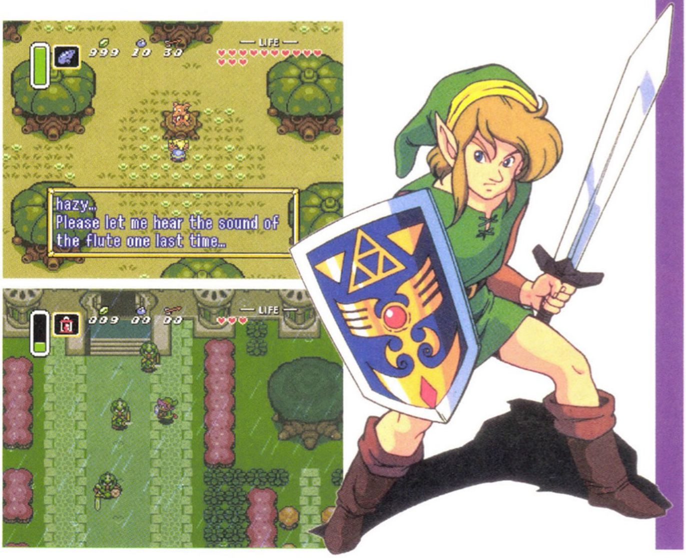




The Legend of Zelda: A Link to the Past

NINTENDO | 4•1992 | ON Wii VIRTUAL CONSOLE ☑

The Super NES specialized in taking the series and genres that had been introduced to players on the NES and cranking them up to the next level. In few games was that more evident than in The Legend of Zelda: A Link to the Past. After veering into side-scrolling territory with Zelda II: The Adventure of Link, A Link to the Past returned the series to its original top-down glory, but with better graphics, improved controls, a greater emphasis on story, more-logical puzzles, and a more fully fleshed-out game world. For gamers who were already Zelda fans, A Link to the Past was a gift from above, and it turned gamers who weren't Zelda fans into believers. Not many moments in 16-bit gaming were more breathtaking than slogging through the rainy landscape while Zelda telepathically calls out your name, only hinting at the fact that one of the greatest adventures ever is about to unfold.

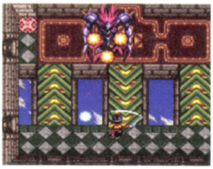


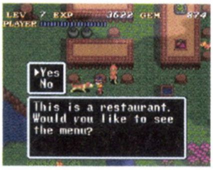
hazy...
Please let me hear the sound of the flute one last time...

Soulblazer

ENIX | 8•1992

Soulblazer wasn't a million-selling hit, but players who discovered this action-RPG gem were in for a treat. What made the game stand out were its thoughtful themes of destruction and rebirth, which tied directly to the gameplay: as you slew monsters, a ruined world slowly returned to life. Unique environments, nifty spells, and memorable music helped the game stand out.





▶Yes
No

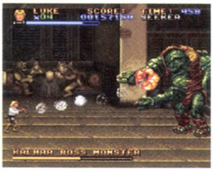
This is a restaurant.
Would you like to see the menu?

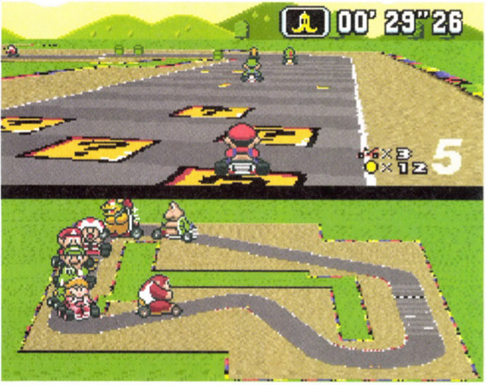
Super Star Wars

JVC | 11•1992

ON Wii VIRTUAL CONSOLE ☑

Even in 1992 there had been a lot of *Star Wars* video games, both good and bad. But Super Star Wars was arguably the first game to capture the entirety of the Star Wars experience in one complete package. You could run through the deserts of Tatooine, slice up fools in Mos Eisley's cantina, rescue Princess Leia in the *Death Star*, and launch proton torpedoes from an X-wing. An awesome re-creation of John Williams's score was icing on the cake.





Super Mario Kart

NINTENDO | 9·1992 | ON Wii VIRTUAL CONSOLE ☑

Super Mario Kart not only launched what has become one of Nintendo's most enduring franchises—which has appeared on nearly every Nintendo platform since—but it also created the entire kart-racing subgenre and spawned countless imitators.

Many of the series's elements have evolved over the years, but the original Super Mario Kart established the cornerstones of the experience: item boxes filled with Koopa shells and Super Mushrooms; familiar Mario locales reimagined for racing; multiplayer showdowns, both on the racetrack and in battle arenas. It might seem a little antiquated now, but at the time the Mode 7-enhanced visuals and frantic races made it unlike anything else out there.

Beyond just creating a new type of racing game, Super Mario Kart set the stage for the scads of further spin-off games featuring Mario and his myriad pals and foes. It's one of the most influential games in the Super NES library, and an all-time great by any metric.

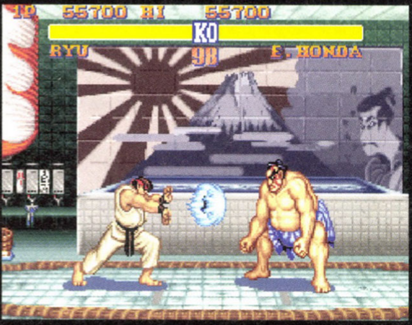
PREPARE TO FIGHT!

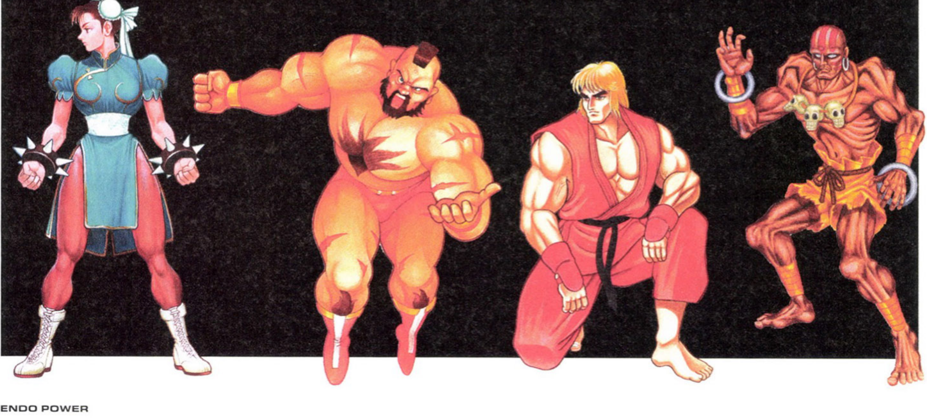
Like a sucker punch to the back of the head, no one saw the fighting-game craze coming until it landed—with industry-changing impact. Capcom's Street Fighter II arrived in arcades in 1991, and the following year, the series made its exclusive home-console debut on the Super NES. Scores of imitators followed, from major names like Mortal Kombat and Fatal Fury to obscure contenders such as Weaponlord and Street Combat. Fighting games were huge business during the 16-bit era, and throughout it all, the Street Fighter series stood tall and proud.

Street Fighter II: The World Warrior

CAPCOM | 7·1992 | ON Wii VIRTUAL CONSOLE ☑

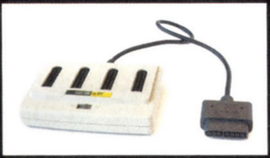
Obviously not the originator of the fighting genre, Street Fighter II was nonetheless the game that "started it all." It sold more than four million copies and introduced Super NES players to the likes of Ryu, Chun-Li, Zangief, Guile, and M. Bison, as well as joystick-and-button commands (quarter-circle forward plus punch for a fireball!) that became second nature to a generation of gamers. Though arcade purists might complain that the port isn't perfect (there are only four elephants in Dhalsim's stage instead of six!), it came pretty darn close. Capcom followed it up the next year with Street Fighter II Turbo: Hyper Fighting, which featured enhanced speed, playable boss characters, and several other gameplay tweaks; the game is considered by many to be the pinnacle of 16-bit fighting games. In 1994 Capcom released another update—Super Street Fighter II: The New Challengers—which added Fei-Long, Cammy, T. Hawk, and Dee Jay to the playable roster.





SUPERPOWERED PERIPHERALS

Any game console worth its salt gets its share of cool peripherals and accessories, and the Super NES certainly had 'em. Here are a few of the essentials.



Super NES Mouse

Bundled with Mario Paint, Nintendo's Super NES mouse helped bring digital artistry to the masses. Using the two-button peripheral, players could easily craft their own artistic masterpieces. And Mario Paint wasn't just about drawing: in addition to freehand illustration and stamp-based works, users could create simple animations and fairly elaborate musical scores with the built-in music-maker. The Super NES Mouse went on to be utilized by more than 60 compatible titles in the US and Japan, including Super NES versions of the PC hits Doom and Wolfenstein 3D, the classic brick-breaker Arkanoid, and strategy great Civilization.

Super Scope

Why play with a light gun—like the NES Zapper—when you can have a light...bazooka? Unwieldy as it may seem, that's exactly what the Super NES console's Super Scope was: a big two-toned gray shoulder-mounted cannon. It was used to play the included Super Scope 6 cartridge and about a dozen other games that were compatible with the more-than-two-foot-long, six-AA-battery beast.

The most notable Super Scope-ready games were mech blaster Battle Clash, the home conversion of the Terminator 2 arcade game, and Yoshi's Safari. The peripheral's probably better known as one of the weapon pick-ups in the Super Smash Bros. games.

Super Link

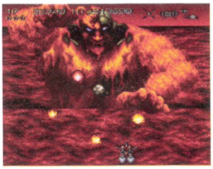
Nintendo never produced its own official multi-controller adapter for Super NES, but the Big N gave its blessing to third parties to release such peripherals. Devices such as the Super Link from Bullet Proof Software and the Super Multitap from Hudson provided four additional controller ports for social gamers. The Super Multitap was even included with copies of the classic multiplayer game Super Bomberman, a game that arguably wouldn't have been as great without it.

Dozens of compatible games were released during the lifetime of the Super NES, including action-RPG Secret of Mana and numerous sports titles such as NBA Jam.

Axelay

KONAMI | 9·1992

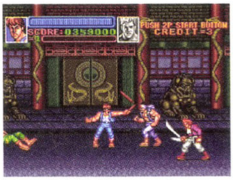
ON Wii VIRTUAL CONSOLE ☑



Not only was Axelay one of the best shooters on the Super NES, but it was one of the best shooters *ever*. Two different perspectives—traditional side-scrolling and a faux-3D view—provided a healthy dose of variety, as did an ever-growing cache of weapons. The bosses—especially the lava monster on stage 5—were simply fantastic.

Super Double Dragon

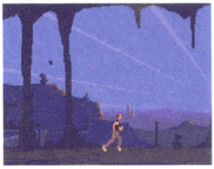
TRADEWEST | 10·1992



Beat-'em-ups were big business in the '80s and '90s, and Double Dragon was at one time the biggest name in the genre. But how would it survive the transition to the Super NES? Pretty darn well. Built from the ground up for the system, the game featured impressive moves, co-op gameplay, and a variety of weapons, plus a unique ability to block and counter enemies' attacks, which set the game apart from its contemporaries.

Out of this World

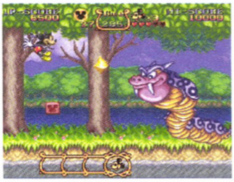
INTERPLAY | 11·1992



A very distinct art style and a highly cinematic presentation helped turn Out of This World into an instant cult favorite among sci-fi buffs. This dark platform-puzzler stars a physicist imprisoned on an strange planet, and he must escape with the help of a rogue alien. Featuring epic laser battles, creative death sequences, and brief cut-scenes that showed unique camera perspectives interspersed throughout the game, the adventure's interactive, movielike quality made it unlike anything else available on the Super NES.

The Magical Quest Starring Mickey Mouse

CAPCOM | 12·1992

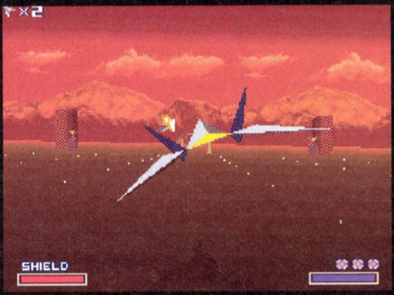


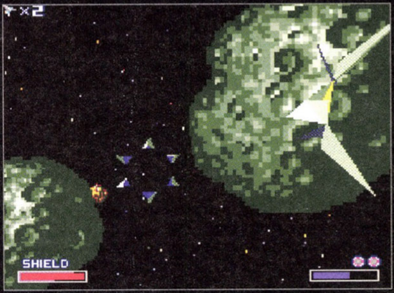
Magical Quest delivered a side-scrolling experience starring Mickey Mouse and other notable Disney characters, and included worlds inspired by classic cartoons, plus the ability to switch costumes to utilize unique magical abilities. It effortlessly married a Mario-like platformer with some of the world's most beloved icons to make an early Super NES favorite.

SPECIAL FX

Seeing that games using "3D" polygonal graphics were becoming popular in arcades—and would no doubt be the future of home titles—Nintendo partnered with British developer Argonaut to create the Super FX chip, which was referred to during development as the MARIO chip (Mathematical, Argonaut, Rotation and I/O).

Built into Game Paks, the chip extended the Super NES system's capabilities beyond just polygons, adding advanced 2D scaling and rotation along with support for more layers of scrolling and larger sprites. Only eight games that utilized the chip were ever released, including Vortex (a mech action game from Argonaut), Stunt Race FX, and Yoshi's Island.

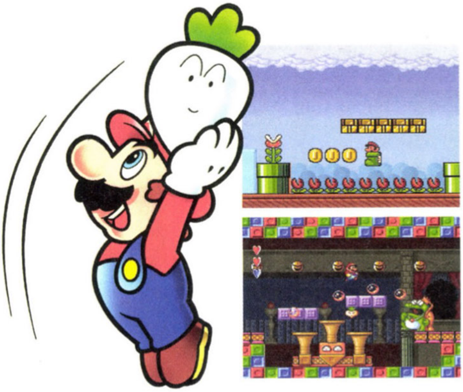




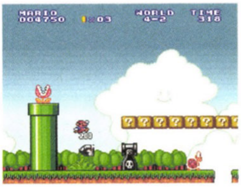
Star Fox

NINTENDO | 3•1993

The showcase game for the Super FX chip, Star Fox launched the classic side-scrolling sci-fi shoot-'em-up formula into the third dimension. For its time, the sense of flying and barrel-rolling in Fox McCloud's Arwing fighter was unprecedented—most space-combat games back then were more like serious flight simulators while Star Fox focused on pure arcade action, and required expensive computers to play. The game's levels and wave upon wave of enemies were also pretty challenging, and the huge end-of-level bosses looked like they wanted to jump out of the TV. Luckily, Fox's animal wingmen were there to help out, even if they did speak in funny-sounding yips and yaps.



Super Mario All-Stars



NINTENDO | 8•1993

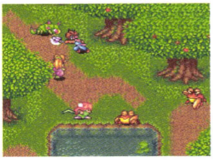
In one of the earliest and most high-profile remasterings of classic console games, Super Mario All-Stars poured a fresh coat of 16-bit paint on Nintendo's most famous franchise, updating the graphics and sound—but not the gameplay—of the first four Super Mario Bros. games for a new generation. Well, technically the first three…it's a little complicated. The collection featured Super Mario Bros. 1, 2, and 3 along with The Lost Levels, which was actually the name given to Japan's official Super Mario Bros. 2 for its debut in the US, since SMB2 as we know it was actually a Japanese game called Yume Kojo: Doki Doki Panic (Dream Factory: Heart-Pounding Panic). Like we said: complicated.

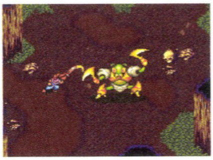
Regardless, Super Mario All-Stars allowed gamers to re-experience some of the best games ever made; last year it was rereleased on the Wii console in a special-edition Super Mario Bros. 20th-anniversary collection.

Secret of Mana

SQUARESOFT | 10•1993 | ON Wii VIRTUAL CONSOLE ☑

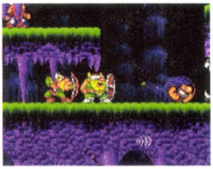
This Square classic blended Zelda-style combat with the more traditional fantasy-RPG elements found in the Final Fantasy series. Though the hack-and-slash battles played out in real time, an innovative Ring Command system let you temporarily pause the action to select spells and special items. Secret of Mana was also a rare breed because few other action-RPGs on the Super NES featured simultaneous multiplayer gameplay. With a third-party multitap peripheral, up to three players could team up to fight baddies cooperatively.





The Lost Vikings

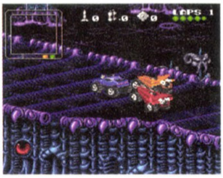
INTERPLAY | 4•1993



Before there was World of Warcraft, there was The Lost Vikings. Known at the time as Silicon & Synapse, what's now Blizzard Entertainment developed this puzzle-based platformer. Unique for its time (and even modern times), it had players switching between each of the three main characters on the fly to progress through levels.

Rock n' Roll Racing

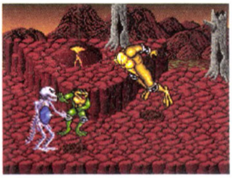
INTERPLAY | 9•1993



Take an isometric-perspective racing game, add a bunch of sci-fi characters and weapons, inject licensed music from the likes of Black Sabbath, Deep Purple, and Steppenwolf, mix in digitized commentary, then blend on high—the result is Rock n' Roll Racing. This insane racer was awesome from beginning to end.

Battletoads in Battlemaniacs

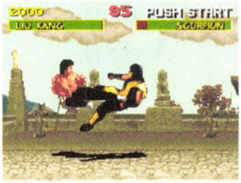
TRADEWEST | 6•1993



Known for its comedic antics, over-the-top attack combos, and brutal turbo tunnel stages, this awesome brawler sequel gave TMNT fans a new group of kung-fu-wielding amphibians to idolize. Zany level designs and rock-solid multiplayer co-op pushed Battlemaniacs to the top of the side-scrolling beat-'em-up pile on the Super NES.

Mortal Kombat

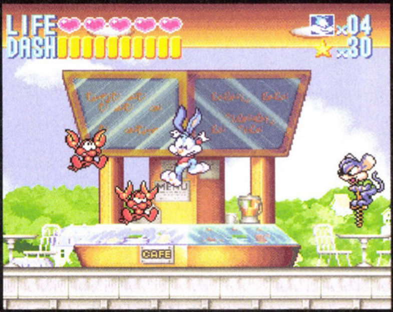
ACCLAIM | 9•1993



Alongside Street Fighter II, Mortal Kombat was at the top of the 16-bit fighting-game mountain. The title was an enormous arcade hit, and the home version was hotly anticipated. Unfortunately, despite boasting the best graphics of the initial home ports, the Super NES version of Mortal Kombat arrived with much less impact than the gorier Sega Genesis release, thanks to sluggish controls, missing blood, and modified fatalities.

GREAT LICENSED GAMES

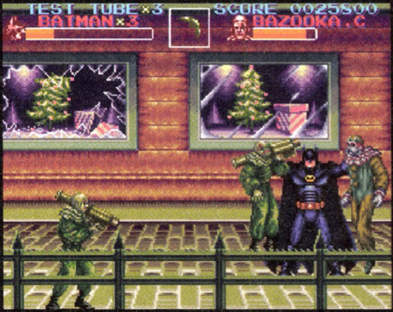
Licensed games usually get a lot of grief, and rightfully so—many of them are garbage. There were plenty of terrible movie- and TV-based titles on the Super NES (Home Alone, anyone?), but there were also some fantastic ones that rank up there with the best games the system had to offer.



Tiny Toon Adventures: Buster Busts Loose!

KONAMI | 2•1993

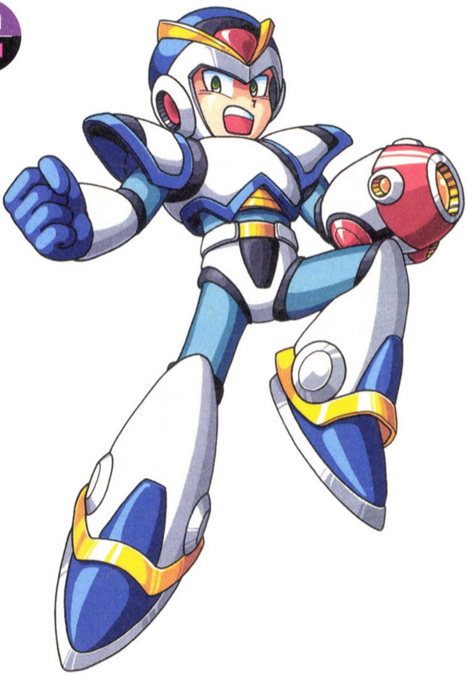
You didn't have to be a fan of *Tiny Toon Adventures* to enjoy the game; you just had to have an appreciation for brilliant 2D platforming. A turbo boost that let protagonist Buster Bunny run straight up walls proved to be a remarkably fun gameplay hook, and the property's wry sense of humor was kept fully intact.



Batman Returns

KONAMI | 4•1993

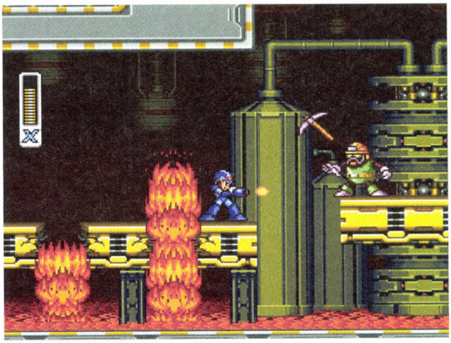
It was the little things that made Batman Returns so fun. Take the enemy sword-swallower, for example. During battle, the foe would occasionally show off by briefly sticking his rather large blade down his own throat. But the move wasn't just a nifty animation; if you threw a Batarang at the enemy while he was striking his pose, he'd wind up in a world of hurt. (Let that be a lesson, kids.) Touches like this made Batman Returns more than just a licensed cash-in.



Mega Man X

CAPCOM | 1•1994 | ON Wii VIRTUAL CONSOLE ☑

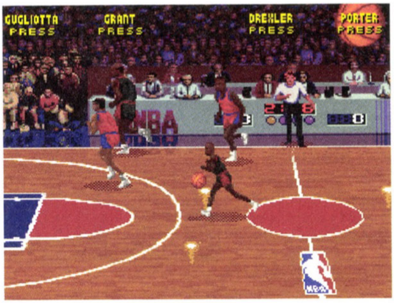
Like so many other 8-bit heroes, Mega Man made his way to the Super NES with a load of enhancements. But this wasn't the same character fans had come to know and love; this was a slightly more mature Mega Man, set in a world where humans and Maverick robots were engaged in a bitter war, and only Mega Man X and the Maverick Hunters could hope to stop the conflict. Though the basic Mega Man run/jump/shoot/obtain-weapon formula remained in place, flashy graphics, a deeper story, and some exploration elements added just the twist that Mega Man fans were looking for. After the first Mega Man X proved to be a hit, Capcom followed it up with Mega Man X2 and Mega Man X3 in subsequent years, and though the sequels were good (if not great), they weren't quite as finely polished as their predecessor.

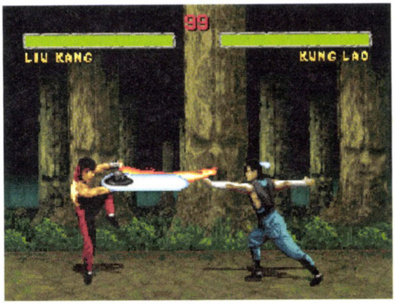


NBA Jam

ACCLAIM | 3•1994

Easily the most iconic sports game of its era, NBA Jam offered up a slick and vibrant take on basketball, with two-on-two games starring the sport's biggest players at the time, plus insane dunks and a lively presentation. The fast pace and simple controls made the game accessible for hoops fans of all shapes and sizes, while the high-flying action kicked any semblance of a slow-paced simulation to the curb. NBA Jam lives on today via last year's great Wii reboot.





Mortal Kombat II

ACCLAIM | 9•1994

Without the censorship that derailed the port of the original game, the Super NES version of Mortal Kombat II brought the violent fighter home with all the gruesome action that made it an arcade hit. The sequel is widely regarded as the series's finest entry due to an expanded fighter roster, significantly enhanced combat, and more distinctive visuals and finishing moves. It was the best home version released in 1994, and quickly became another smash hit for Acclaim and Midway.

THE WAR TO END ALL WARS

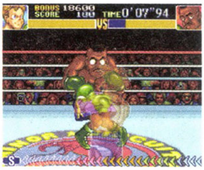
In the history of video games, no console war has been more hotly contested—in stores and on playgrounds—than the one between the Super NES and the Sega Genesis. These days it's not uncommon for gamers to own multiple systems, but back then you pledged your allegiance to either Mario or Sonic; never both. Sega kicked off the 16-bit era by releasing the Genesis in 1989, and that head start helped the system maintain a sales lead over the Super NES for much of the generation. Nintendo ultimately emerged victorious with 23 million consoles sold in North America versus Sega's 20 million, but the hard-fought battle brought out the best in both competitors and left an indelible mark on the video game industry.

GENESIS
16-BIT

Super Punch-Out!!

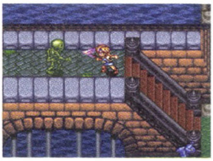
NINTENDO | 10•1994 | ON Wii VIRTUAL CONSOLE ☑

It took seven years, but in the mid-'90s we finally got our sequel to one of the very best NES classics, Punch-Out!! Once again sticking players in the lace-up boots of pint-sized pugilist Little Mac, Super Punch-Out!! looked a lot better than its 8-bit pappy, but for all intents and purposes it played just about the same. Still, the timeless gameplay was pitch-perfect, and the colorful, screen-filling (and all-new) rival boxers were a sight to behold.

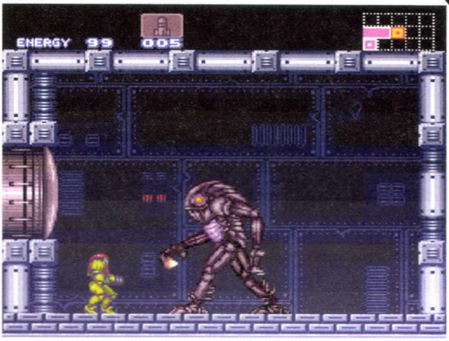


Illusion of Gaia

NINTENDO | 9•1994



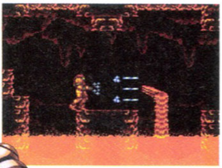
A pseudosequel to Soul Blazer, Illusion of Gaia was another top-notch action-RPG with unusual themes (in this instance, pertaining to psychic abilities and real-world history). But the game's highly entertaining script might be its greatest asset. There aren't any other games we know of in which the hero's grandma proclaims, "I destroyed their digestion with a poisoned marsupial pie. Then I ran away."

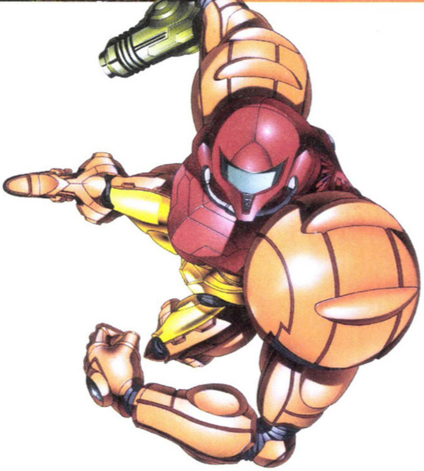


Super Metroid

NINTENDO | 4•1994 | ON Wii VIRTUAL CONSOLE ☑

We said it before (most recently in Vol. 259), and we'll say it again: Super Metroid is the best game in the Metroid series. And that isn't said to take anything away from the games that followed or preceded it, but to point out just how polished Super Metroid is. The game did a beautiful job mixing action and exploration, and managed to establish an incredible mood that really made you feel like you were visiting a vast alien world. Of course, there were loads of cool power-ups; a variety of creative, atmospheric locales; and countless secrets begging to be discovered. But it may be the game's understated yet poignant story that has been most instrumental in its resonating with so many gamers. Anyone who's witnessed the final battle against Mother Brain and the self-sacrifice of the baby Metroid knows exactly what we mean. Super Metroid isn't just the best Metroid game; it's one of the best games ever, period.





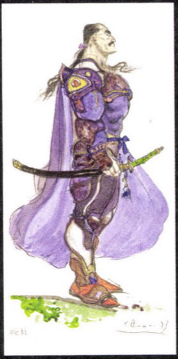
THE GOLDEN AGE OF RPGs

In Japan, the Super NES was the high-water mark of popularity and quality for RPGs. The platform's graphical hardware seemed custom-built for slow but graphically demanding gameplay, and its advanced sound chip brought the genre's classical music scores to life. Programming experience and ever-expanding cartridge capacities allowed developers to continuously top themselves, creating staggering leaps in quality between, say, 1991's Final Fantasy II and 1994's Final Fantasy III.

Breath of Fire

SQUARESOFT | 8•1994

Capcom joined the RPG boom with Breath of Fire, which Squaresoft was kind enough to localize for the West. The game stuck close to genre conventions with its high-fantasy world and turn-based combat, but won fans with its likeable cast and quirky features such as fishing and the ability to transform into a dragon. The original Breath of Fire hasn't aged well, but its sequels grew progressively more inspired and skillfully executed.



AutoCrossbow
Fight
Magic
Item
144
94
169

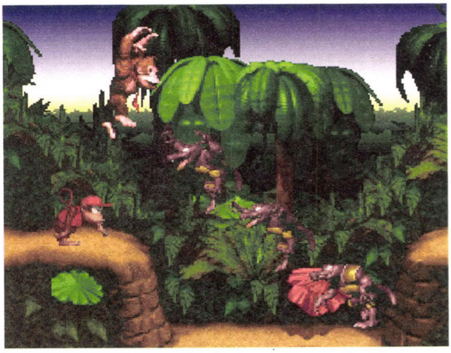
Final Fantasy III

SQUARESOFT | 10•1994 | ON Wii VIRTUAL CONSOLE ☑

Final Fantasy III (aka Final Fantasy VI in Japan) was a fantastic game, and a turning point in the history of RPGs. Instead of adding dramatic new features to the series, Squaresoft built significantly upon the story-driven direction that began in FFII. Crude hero archetypes gave way to an ensemble cast of unique, flawed, and loveable characters. Written exposition was traded for painstakingly scripted event scenes. Ham-fisted drama gave way to touching moments and shocking plot twists.

Incredible graphics made the game's well-written story all the more memorable. FFIII's artists broke through the genre's conventional repeated-tile overhead maps by creating side-view and angled-view areas with hand-drawn backdrops. Instead of the usual dungeons and castles, FFIII brought us opera houses and ghost trains, areas with unique perspectives that made them look amazingly like their concept art. Fine details such as billowing smokestacks combined with an inspired soundtrack to give each area a unique and memorable mood.

With this installment, Final Fantasy dramatically leapfrogged its rivals to establish itself as gaming's premier RPG series, and set the storytelling bar so high that its own successors often struggled to reach it.



Donkey Kong Country

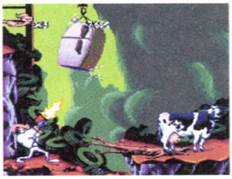
NINTENDO | 11•1994 | ON Wii VIRTUAL CONSOLE ☑

Donkey Kong Country is such an iconic release for the Super NES both because of how much it pushed the hardware—the prerendered CG-like characters and worlds were mind-blowing back in 1994—and due to its truly entertaining platform-jumping gameplay. The game turned the classic villain into a star in his own right, and DKC2: Diddy's Kong Quest arrived a year later with an even larger adventure, while DKC3: Dixie Kong's Double Trouble concluded the Super NES trilogy in 1996.

Earthworm Jim

PLAYMATES | 10•1994

The first game from developer Shiny Entertainment wormed its way into our hearts, boasting an outlandish lead character and equally oddball interstellar adventures. Beyond the sublime character animation and eye-popping worlds, Earthworm Jim was a tough platformer in that "I'll try this one more time before losing track of time for a week" sort of way. That, and it had cow-launching. Though the Genesis version is available on Virtual Console, the Super NES edition is not.



Chrono Trigger

SQUARESOFT | 8•1995 | ON Wii VIRTUAL CONSOLE ☑

A collaborative effort between the creators of Final Fantasy, Dragon Quest, and the Dragon Ball series, Chrono Trigger is widely lauded as one of the best RPGs ever to grace the Super NES. This epic story of a hero caught up in a time-traveling journey to save the world cleverly weaved in and out of different eras within the game's fantasy realm. Not only was it possible to see how your actions impacted the world in other time periods, but you could ultimately influence the final outcome of the game in crazy ways—a revolutionary concept for the Super NES era. With over a dozen potential endings, there was a lot of wiggle room for influencing the fate of the stellar cast of playable characters, which included an awesome robot, a frog knight, and a dark wizard. Beyond innovation in the plot execution and gameplay flow, the dynamic combat system allowed for a diverse range of attacks since characters could double and triple up on their tech skills in various combinations to bring ultrapowerful assaults crashing down on foes. Chrono Trigger was a powerhouse RPG that ushered fresh ideas that would become the cornerstone of many games to come.

Zombor
HP MP
800:76
800:80
800:78
443

Talk to
Goods
PSI
Equip
Check
Statu

•(Caution! There are still lots of fires burning here and there. It's HOT!)

EarthBound

NINTENDO | 6•1995

In a time when most RPGs tended to be set in fantasy worlds filled with swords and sorcery, EarthBound blazed a new trail by taking a very different route. The oddball adventure kicks off on present-day Earth when a gaggle of whiz kids with psychic powers are chosen to save the planet from destruction by an evil cosmic force. From there, the self-referential, humor-tinged RPG gameplay and whimsical soundtrack kick into overdrive to deliver a unique and unforgettable experience.

After a long and difficult battle, your army has finally achieved victory. Who do you credit your victory to?

Ogre Battle: The March of the Black Queen

ENIX | 5•1995

ON Wii VIRTUAL CONSOLE ☑

Tactical role-playing games never looked or played as well as Ogre Battle when it hit Super NES in 1995; its refined strategic action and captivating storyline were like little else on the platform. The meaty class system and multiple endings made for a wildly deep and rewarding play experience.

Killer Instinct

NINTENDO | 8•1995

Further proof of the fighting genre's effect on the 16-bit era: even Nintendo got in on the act when it published the combo-driven Killer Instinct. Strangely enough, Killer Instinct was touted as one of the first titles for the successor to the Super NES, the Nintendo 64 (then known as the Ultra 64), but the game hit the 16-bit system instead.

THE GAMES THAT NEVER WERE

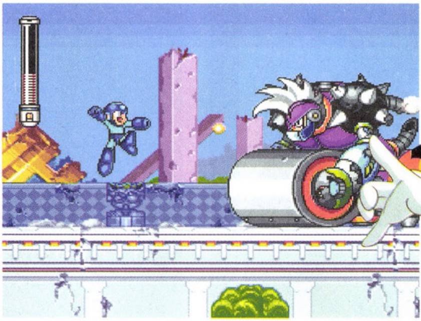
The great tragedy of the Super NES era is the phenomenal number of games that never made it to Western shores. Rapidly expanding Japanese publishers were struggling to understand Western tastes, and cartridges were so expensive to manufacture that poor sales could have devastating consequences. As a result, publishers passed on sequels to even popular games, including Rockman & Forte (aka Mega Man & Bass); Final Fantasy V; Seiken Densetsu 3, the sequel to Secret of Mana; the entire generation of Dragon Quest games; and Terranigma, the best and final game of Quintet's loosely connected series of action-RPGs. These games, however, fared better than Star Fox 2, which got canceled worldwide.

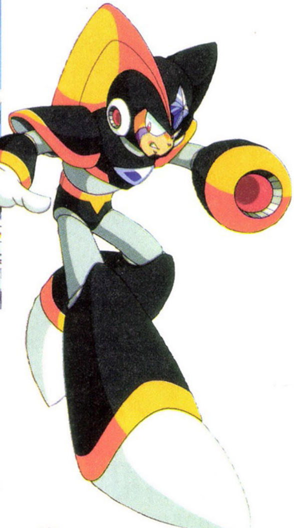
ROCKMAN & FORTE

SEIKEN DENSETSU 3

DRAGON QUEST V

TERRANIGMA

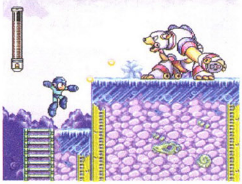


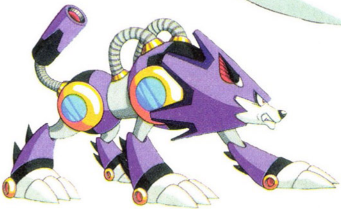


Mega Man 7

CAPCOM | 9•1995

Mega Man X was already a hit on the Super NES, but for fans of the Blue Bomber, that wasn't enough. Fortunately, Capcom was happy to oblige by reviving the original Mega Man in 16-bit glory. As you'd expect, Mega Man and Dr. Wily had never looked better. This game also featured the debut of Bass, Mega Man's nemesis.

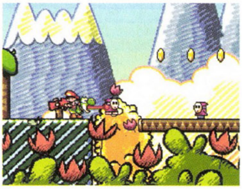


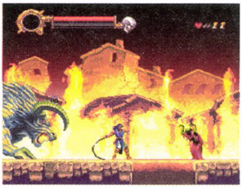


Yoshi's Island: Super Mario World 2

NINTENDO | 10•1995

Although it was billed as the sequel to Super Mario World, Yoshi's Island not only featured a completely different art style—it cast Mario's pal Yoshi in the lead role. The game combined the saddled sidekick's trademark darting-tongue attack and egg-laying with the ability to aim and toss said eggs. These mechanics joined some of the most perfectly built levels ever to come out of Nintendo to create a classic that'd see sequels on Nintendo 64 and Nintendo DS.





Castlevania: Dracula X

KONAMI | 9•1995

Castlevania: Dracula X doesn't get the credit it deserves. Admittedly, it doesn't have as much level diversity as Castlevania: Rondo of Blood (the Japan-only game upon which the Super NES title is based), but taken on its own, it's an excellent game. If you like intense whip-cracking action with an anime twist, look no further.

Super Mario RPG: Legend of the Seven Stars

NINTENDO | 5•1996 | ON Wii VIRTUAL CONSOLE ☑

Legend of the Seven Stars was a shocking dream-team collaboration between Nintendo and Final Fantasy publisher Square, with Mario maestro Shigeru Miyamoto overseeing the blend of Mushroom Kingdom aesthetics and role-playing elements. The fantastic 3D-like isometric graphics, methodical gameplay, and inventive storyline spawned a grand adventure that arrived late in the Super NES console's life cycle. And while it led to future Mario role-playing affairs, none were quite like the masterpiece that is Super Mario RPG.

Kirby Super Star

NINTENDO | 9•1996
ON Wii VIRTUAL CONSOLE ☑

In addition to catchy tunes, stellar graphics, and cutesy hats, Kirby Super Star is fondly remembered for its terrific co-op multiplayer. And with the variety of nine fantastic Kirby games on one cartridge, it's no wonder that Kirby Super Star is regarded as one of the best Kirby games of all time.

Harvest Moon

NATSUME | 6•1997
ON Wii VIRTUAL CONSOLE ☑

Natsume's innovative farming sim kick-started a beloved franchise that continues today. The Super NES original let players manage their crops and livestock, as well as get married and build a family. Despite arriving late in the console cycle, Harvest Moon stands out as one of the system's best simulation entries.

A NEW LOOK

As is the case with many video game consoles, the Super NES received a redesign several years after it was introduced. Released in October 1997, the updated system (officially known as Model SNS-101) retained the light-gray-and-purple color scheme, but featured a much more compact design. To reduce costs, the redesigned system lacked several minor features of the original Super NES, including an eject button, the expansion port on the bottom of the system, and S-video compatibility.

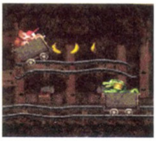
SO SAY THE READERS

What were the best aspects of the Super NES era? That issue will always be open to debate, but here are the answers according to our readers as determined by a recent online poll.

The best hero that debuted on the Super NES is:
Ness (EarthBound)

The best villain that debuted on the Super NES is:
Sigma (Mega Man X)

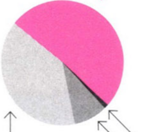
The most important legacy of the Super NES era is:
New franchises (46%)



Emergence of RPGs as a major genre (33%)
Better graphics (9%)
Advanced controls (8%)
In-game option menus (2%)
Emergence of fighting games as a major genre (1%)

The better version of the Super NES is:
The original 1991 design (78%)
The 1997 redesign (22%)

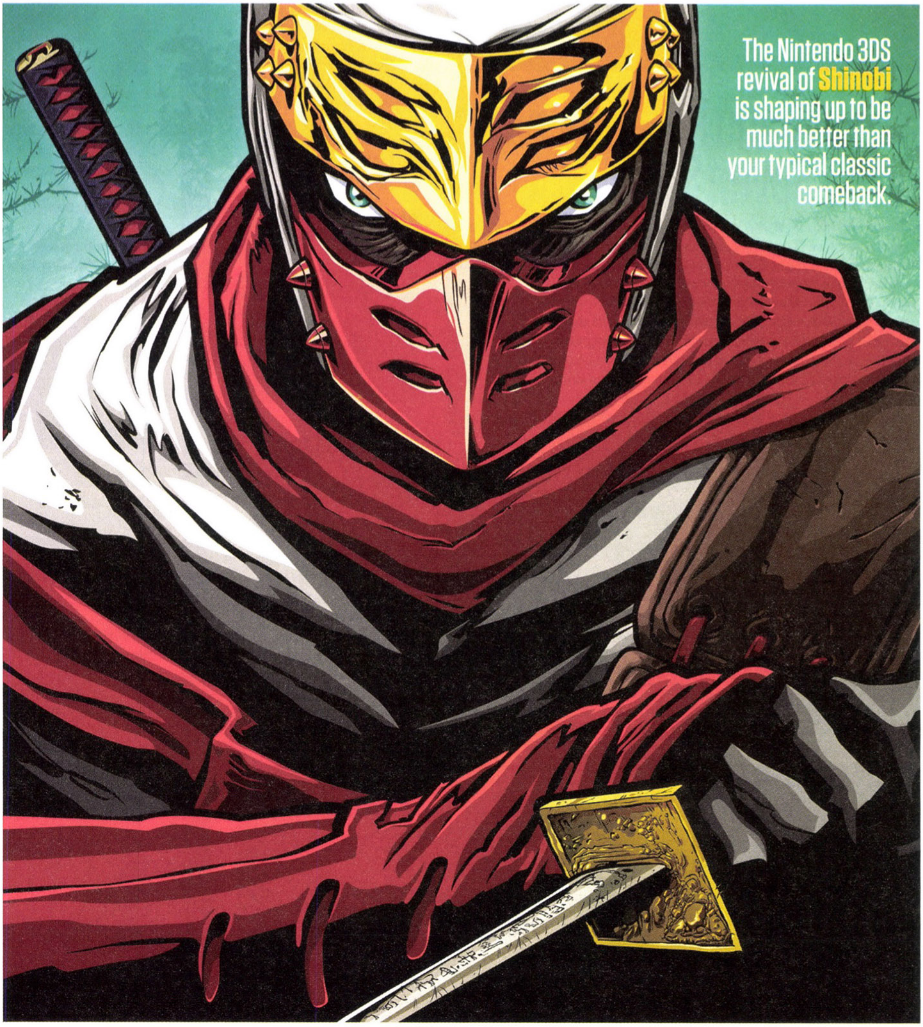
The best third-party publisher for the Super NES was:
Capcom (51%)



Squaresoft (39%)
Konami (9%)
Acclaim (1%)

A Cut Above

Fans of Sega's vintage arcade hit Shinobi have a lot of fond memories of shuriken-throwing, hostage-rescuing hero Joe Musashi. That's even more true when you take into account the game's Sega Genesis sequels, The Revenge of Shinobi and Shinobi III: Return of the Ninja Master. More so than the original, those 16-bit hits were known for all-out action, dazzling ninja magic, and crazy encounters against everything from *Terminator*-esque robots to kite-riding ninjas to Spider-Man. That's quite a legacy to live up to for Sega and developer Griptonite Games.



The Nintendo 3DS revival of **Shinobi** is shaping up to be much better than your typical classic comeback.

BY **CHRIS HOFFMAN**

PUBLISHER: **SEGA** DEVELOPER: **GRIPTONITE GAMES** RELEASE: **TBD**

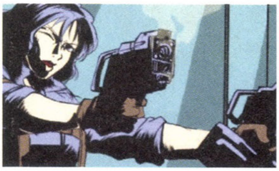
N3DS

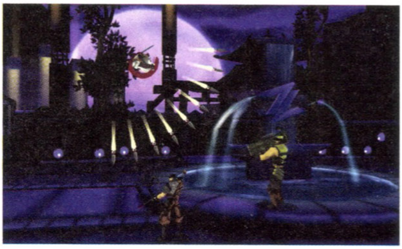
Fortunately, everything we've played so far indicates that the Nintendo 3DS update to the Shinobi saga is going to run like clockwork—if you're talking about a clock that was designed on the razor's edge of insanity. When we played the game a few months ago, we were plenty impressed by protagonist Jiro Musashi (Joe's father) as he hacked, slashed, slid, flipped, climbed, grappled, and parried his way through feudal Japan; playing the area again, we were impressed by how incredibly satisfying it feels to chop down enemy hordes, and by the fact that it looks even better than when we previously saw the game.

But that's just the beginning. Somehow Jiro travels from ancient Japan to the near future and ends up squaring off against foes while riding atop a massive speeding train that's packed with bioweapons. The vehicle is huge—the cars are loaded with experimental vats, dangerous ice shards, and traversable pipes—and the enemies are vicious. Killer brains smashed out of their liquid-filled tanks, tentacles emerged from floors and ceilings, and mutant cyborgs kept us at bay; the chain gun- and flamethrower-wielding soldiers were easy pickings in comparison. The Musashis aren't really known for being stealthy, but one soldier simply wasn't paying attention, so we snuck up behind him and used our grappling hook to activate his jet pack, which sent him flying to his doom, Boba Fett-style.

Next we visited a long-forgotten temple, presumably somewhere in South America, but it wasn't for sightseeing. Burned-out trucks and tanks littered the background, rows of sharp metal spears shot out of the ground, and massive spiked logs swung toward and away from the screen (which looked pretty impressive in 3D). The enemy ninjas and samurai were rather lethal, so it was often advantageous to take them out from afar with our auto-regenerating supply of kunai, or to turn the tables with magic. Like in the 16-bit Shinobi titles, you have four spells at your disposal: Fire (for roasting foes), Lightning (to give you a shield), Water (which allows you to run faster and jump higher), and Earth (which grants you temporary invincibility at the cost of a significant chunk of your health bar). Sadly, not even ninja magic could stop Jiro from falling prey to an assault helicopter that bombarded him with missiles while he was negotiating a waterfall, thus ending our play session, but by then we'd already experienced enough to know that Shinobi is well on its way to living up to the high standards set by its predecessors. For good measure, however, we checked in with Steven Frost (the producer at Sega) and Kris Durrschmidt (the lead designer at Griptonite Games) for further evidence of why Shinobi will be a retro revival done right.

[Right] Jiro Musashi is loaded with deadly butt-kicking ninja moves, including the ever-popular kunai fan spread.





NINTENDO POWER Why did Sega want to bring back Shinobi and put it on the Nintendo 3DS handheld?

STEVEN FROST Shinobi has always been an IP that Sega has wanted to revive, but there just hasn't been a proper opportunity since Hotsuma's appearance on the PS2. It's one of those IPs that seems to need all the planets in alignment in order to come to fruition. Fortunately, everything did come together and was even further accelerated by Nintendo's announcement of the Nintendo 3DS hardware.

As far as why the N3DS, there are several reasons for that. Mainly, though, we just felt that the system's abilities were a good match with what our goals were for the project. We wanted to take what was great about the old Shinobi titles and then build upon them, adding features that could "modernize" the classic gameplay that fans were already familiar with.

That means adding stereoscopic 3D to enhance the unique art style in the game, throwing in touch-screen and gyroscope support in order to introduce new ways of controlling our hero and, finally, bringing together the Shinobi community through the inclusion of StreetPass.

Honestly, though, it's been so long since we've seen a Shinobi title on a handheld and we all just got excited about changing that.

How did this collaboration come about? Did Sega approach Griptonite or was it the other way around?

SF This is another one of those things that just came together at the same time. Griptonite is home to some amazingly passionate Shinobi fans, so when they found

Five Steps to Success

What are the most important aspects of creating a successful revival of a popular video game franchise? We posed that question to Shinobi's lead designer, Kris Durrschmidt of Griptonite Games. Here's what he had to say.

1. If it isn't broken, don't fix it.
2. It has to be as cool as fans *perceived* the franchise to be, not as it actually was.
3. You have to be a superfan of the franchise you are attempting to revive.
4. Collaborate with original content creators for inspiration.
5. Listen to the fans. Without them, you have nothing.

out that Sega was considering the return of the IP, they jumped at the chance to win us over.

In a really short amount of time, they actually put together a great demo of a ninja running around in a detailed environment, using some of the basic moves that Jiro uses in the final game. It instantly won over the folks at Sega and the rest, as they say, is history.

As gamers, what kind of a history do the Griptonite team members have with Shinobi?

KRIS DURRSCHMIDT All of us grew up playing and loving the Shinobi games. We all have our personal favorites. Several of us could be considered fanatical fans of the franchise. We regularly get together and have a blast playing Shinobi games in our development area, all the while yelling and cheering when team members pull off some amazing feats or narrowly avoid death.

That's especially true when we are play-testing the new Shinobi. The whole company knows when that happens. We make an insane amount of noise from all the cheering at awesome skill and teasing when someone loses a life.

What games did you use most for a reference in the development of this title?

KD The games we referred to most for inspiration were The Revenge of Shinobi, Shinobi III, and Shinobi [for] PS2.

What were the key elements you thought needed to be included to make a proper Shinobi?

KD Pattern- and skill-based gameplay was at the very top. Past Shinobi games are about learning the situations you are thrown into and how to overcome them. This pertains to enemy behaviors, attack patterns, and what is the best player move to deal with the situation at the right time. As a player becomes more familiar and skilled with the enemies and situations, they will discover multiple ways to maximize their score.

Additionally, there is an expectation to include certain move sets. Returning is the ability to throw kunai in a fan spread, and ninja magic.

We found that early on players unfamiliar with the game rely on ranged kunai attacks to safely dispatch enemies. However, as they become very skilled at the game they rely more on devastating katana attacks and parrying, becoming a lean, mean, ninja-killing machine while maximizing score.

Speaking of which, the old Shinobi games were heavily focused on ranged attacks. This one includes up-close melee attacks as a key component. Why the change?

KD Ranged kunai attacks are still incredibly important in this Shinobi game. In fact, there are situations where one weapon or another is ineffective! Older Shinobi games also had katana strikes; they were powerful but very risky. That tradition carries over into the new Shinobi game. Kunai award fewer points but they are safer, for the most part. Skillful katana gameplay awards many more points, but there is a greater risk to take damage and die by letting the enemy get close to you.

Will there be any hostages to rescue?

KD [Laughs] Nope! Not because it isn't cool, because that was a really cool part about the 1987 arcade game and Shadow Dancer. We talked about that early on, but it doesn't fit into this Shinobi's plot

Ninja scarves aren't terribly functional, but they're great for striking a pose.

line. We do have a game mode that simulates some of that retro one-hit gameplay, though.

Does the game take anything from the PS2 Shinobi? Hopefully not the insane difficulty level!

KD [Laughs] This new Shinobi is definitely challenging, as all Shinobi games are. This Shinobi is difficult in a different way than the PS2 game is. In this Shinobi it's more about understanding the situation you are in and dealing with it using the right move and timing.

Inspiration from the PS2 game that made it into this iteration is obviously the Oboro Clan Red Scarf and the headpiece that Jiro wears that resembles Hotsuma's. There is also a battle with a helicopter boss!

Do you feel any added pressure trying to live up to the classic Shinobi games? How do you deal with that?

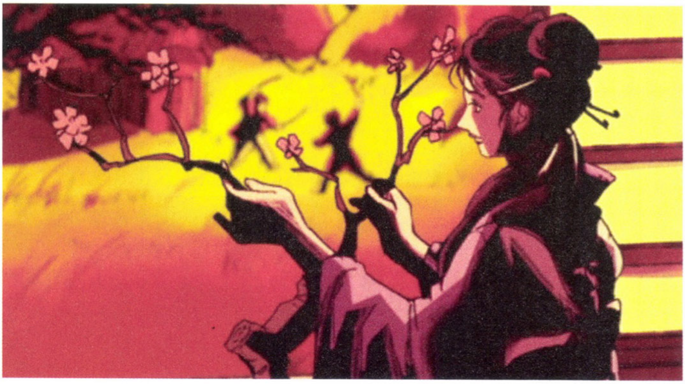
KD Definitely felt the pressure for sure! This is an epic franchise and incredible responsibility. It has been a dream come true for me and as a superfan, I personally lost sleep worrying about disappointing anyone who loves Shinobi. As a team we all had passionate debates about features we could include during the development cycle and putting the fans first.

Why did you choose Jiro Musashi, Joe Musashi's father, as the protagonist?

KD There is a rich family history in Shinobi. In previous games you got the opportunity to play as Joe Musashi and his son Hayate. For this Shinobi game we wanted to change the character's fighting style slightly and it made sense to create a new character while remaining very respectful to what was already established.

What's the deal with the story? The first level shows Jiro in feudal Japan, but his son fought in modern times! Is there another playable character?

KD Shinobi *does* take place in the past and the near future! Jiro does exist in feudal Japan and in the present, but how that is possible is for the player to discover! As far as other playable characters, yes, Shinobi has them and they will be really fun for fans to discover and unlock.



How important would you say that parrying is to Shinobi on N3DS? What does it add to the gameplay?

KD The game can be completed without using it. However, if players want to master Shinobi, they will need to master parrying. Not only will they look awesome; they will get much higher scores while the game becomes inherently easier. Ultimately, this leads to unlocking new rewards! There is nothing more awesome then deflecting an attack from behind without even bothering to look. That is Shinobi.

We've seen and heard about some pretty crazy stuff that you encounter in this game. What would you say are the craziest elements?

KD Oh, I wouldn't want to spoil that. When people saw some of the things that happened in Shinobi around here they audibly squealed with delight. Try to picture 30-year-old males uncontrollably squealing with glee.

What types of bonus content will be included?

KD There are unlockable characters, costumes, cheats, and more than 60 achievements—much more content that a fan could hope for. There is way too much stuff to list here. I believe it is going to surprise people how much extra stuff there is for a game of this type.

We've really enjoyed the game so far, but there was some negative fan reaction to the first screenshots of the game. What do you have to say to those fans to assure them that Shinobi is in good hands?

KD Art is a very subjective thing. When, as a developer, you elect to go with a strong stylized look not everyone is going to love it. You always hope they do, but you can't please everyone.

Some of the media that has been released so far has been of a game still in progress and there have been some improvements here and there as the game is coming to completion. We feel the game looks and feels amazing on the actual Nintendo 3DS and hope the fans agree later this year when they get to finally enjoy it too.

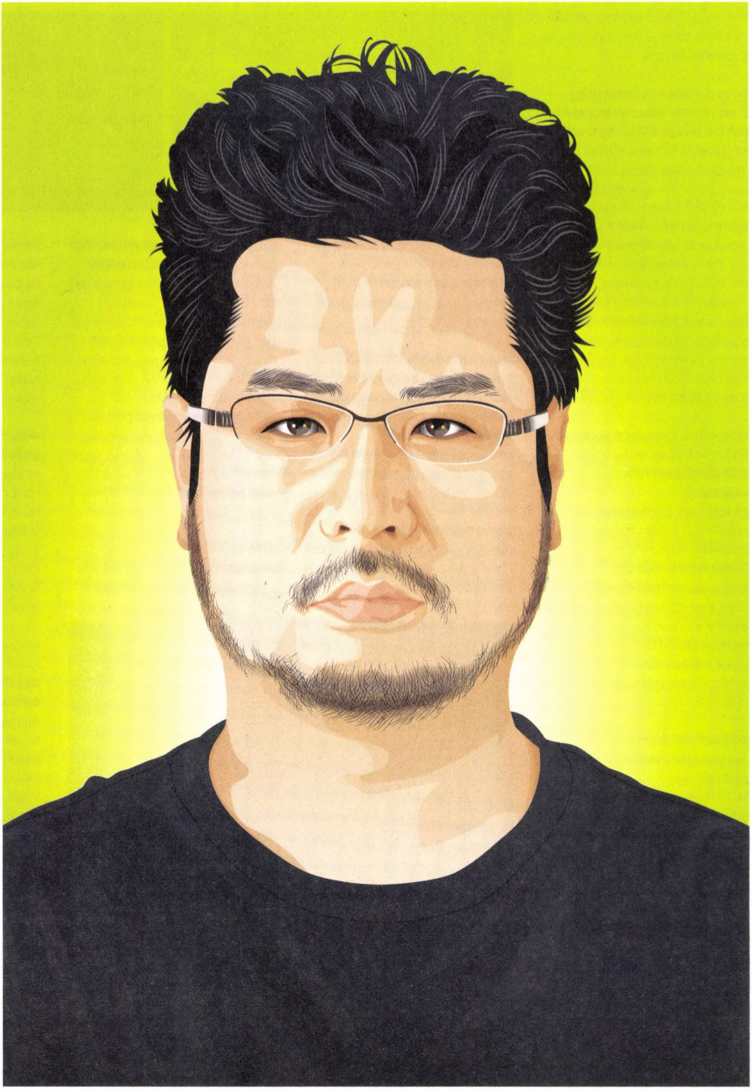
With that said, we worked with top Japanese talent when collaborating on character design (Mahiro Maeda) and for the music (Norihiko Hibino) in Shinobi.

Are there any other ninjas who you think are skilled enough to hang with the Musashis?

KD No. Well, maybe Sho Kosugi.

54

Power Profiles



DATE OF BIRTH
June 10, 1972

BIRTHPLACE
Osaka, Japan

POSITION
Chief game director/general manager, Namco Bandai

BEST KNOWN FOR
Masterminding the Tekken series, ruling with an iron fist

FAVORITE FOOD
Takoyaki (octopus dumplings)

CURRENT PROJECTS
Tekken projects, including Tekken for Nintendo 3DS and Wii U, and Tekken Tag Tournament 2

Katsuhiro Harada

ILLUSTRATION BY CHRISTINA EMPEDOCLES

Katsuhiro Harada didn't create the Tekken series, but he's been involved with it since its inception. Originally involved in sales and promotions, Harada has been the primary guiding force behind the franchise since Tekken 3, and under his watch it has grown to be one of the most successful 3D fighting-game properties around, both on home consoles and in arcades. With the series continuing to expand—there's a CG movie on the way, and Tekken games were recently announced for the Nintendo 3DS handheld and the Wii U console—Tekken is poised to be bigger than ever. What's next for the King of Iron Fist Tournament? Only Harada knows for sure.

NINTENDO POWER
How did you originally get into the video game business?
KATSUHIRO HARADA
I became interested in video games when I saw the glow of arcade machines (the coffee-table type) in a dim cafe in my childhood. The projection of each scanning line and the spark of the dots on the tube television was so dramatic that my imagination went wild. Even though I wanted to play video games, I was basically forbidden to play them when I was a kid due to my parents' strict policy. Also, at that time elementary schools and junior high schools in Japan banned students from going to arcades. A normal day for me would be to go to the arcades and then I would be caught by the teachers and disciplined. This made my parents very sad. As you can see, at that time, playing video games had a negative stigma attached to it. I wanted to play games so badly, so I entered a university that is regarded as one of the leading institutions in Japan, and I was a very successful athlete and competed in national sports competitions in Japan. Because of these achievements, I gained respect from my parents and peers, so I thought I would gain the freedom to play games while holding my head high. (Of course, I was secretly playing games when I was a student.) I spent my school days like this, and before long I was beginning to be drawn to the gaming industry.

When you were a kid, what did you want to be when you grow up?
When I was a kid, I wanted to play games, but I didn't consider the idea of working in the game industry. When I was in elementary school, I wanted to be a scientist or a soldier (in the Japan Self-Defense Force).

How did you wind up at Namco Bandai?
When I became aware of the games industry, I wanted to do a job such as planning gaming events for fans, but I also wanted to participate and have fun. Namco, Sega, Capcom, Konami, and Taito were very attractive, as they were running arcades. I applied at all of these companies, but Namco was the one that gave me an official job offer first. I decided to go, as I thought this must be some sort of sign—it was fate. It might be surprising, but I wasn't specifically a fan of Namco at the time. [Laughs]

You were involved with games around the time when polygonal graphics and 3D game design were overtaking 2D. What was it like being a part of that and pioneering a new age of gaming?
It was the early days of 3D, so when we decided to create the game and all of the environments out of polygons, we always used to run into issues such as technical hitches and hardware specifications. The meetings we conducted for solving the issues gave us new discoveries every day, so I felt like I was in an "age of exploration." We were saying things like, "This hasn't been discovered by our competitors!" Also, we fought a big developer over the patent. [Laughs] I was very lucky to be a developer of 3D games in the early days. Most of all, I really enjoyed the day-to-day discoveries.

However, the interesting thing is that everyone was saying, "I want to make beautiful 2D sprite-based games someday!" while they were creating 3D polygonal games.

What sets Tekken apart from other fighting games out there?
When people think about fighting games, they might associate them with high strategy and complicated gameplay elements. However, Tekken values an extremely aggressive gameplay style. Don't mistake this as Tekken's only element, but if I were to summarize Tekken in one sentence, I'd say it's "the game that was developed to focus on the sense of joy and satisfaction you can get from being the aggressive attacker."

It makes even beginners think that they might be able to win against an intermediate or advanced player. This is Tekken's trademark. On the surface this characteristic seems to be a disadvantage for players who train and practice; however, this balanced gameplay creates exciting and tense moments for everyone playing the game.

What's the key to balancing the realistic and more fantasy-oriented elements of Tekken?
Regarding elements of fantasy, when we are in team meetings and our staff members are joking about something, we never let it pass as a joke. Our team would pick up the joke and say, "Yeah, let's make that!"

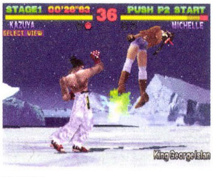
As for reality, I don't believe staying close to reality means achieving true realism. The reality suited to the game is totally different from the real-world reality. I have been making games for 16 years and many staff members have been involved in this game for a long time as well. Because of this, it's strange, but we've all worked together for so long that our shared sense of balance and judgment in decision making mesh well together.

What Tekken character do you think is most like you?
Heihachi Mishima. He is a character projected from my own thoughts.

When Soulcalibur came to a Nintendo system it added Link as an exclu-

GAMEOGRAPHY

Harada was involved with not only every Tekken arcade game (including a few that couldn't fit on this list), but also with their console counterparts. Additionally, he's contributed to several non-Tekken games, including Soulcalibur 4.



TEKKEN
1994, ARCADE
SALES AND PROMOTION/ COORDINATOR

STAGE1 00'22"90
32
INSERT COIN
HEIHACHI
JUN

TEKKEN 2
1995, ARCADE
SALES AND PROMOTION/COORDINATOR

STAGE 2 00'57"86
20
PUSH P2 START
JIN
LEI

TEKKEN 3
1997, ARCADE
PROJECT DIRECTOR, GAME DIRECTOR

TEKKEN 4
2001, ARCADE
PROJECT DIRECTOR, GAME DIRECTOR

Power Profiles

sive character. Would you ever consider adding a Nintendo character to the Tekken universe if such an opportunity came up?
[Laughs] Well, our game is different from Soulcalibur. Link had his shield and sword, and the gameplay of Soulcalibur is slightly different. Tekken is more up close and personal and in your face, so if we were to have Mario or Princess Peach get punched in the face, Miyamoto-san might take issue with that. [Laughs] But it is something I'm interested in.

Do you think you'd ever want to take a break from Tekken and work on a new title or a different series? Are there other genres that appeal to you?
Of course, I am interested in other genres and there are also plans for new titles. I am overseeing games made in our studio, so I don't have much time, but I am steadily making a plan. Also, I am a PC gamer and a PC-parts maniac, so I play FPSs, strategy games, and online games on PC at home.

Are there any fighting games that you enjoy aside from Tekken?
Of course! The Street Fighter series as a whole is always good, and I also play Virtua Fighter. I really liked the early games in the Samurai Shodown series. Also, there are many interesting 2D fighting games in Japan, although they are not really well known in North America.

Dead or Alive creator Tomonobu Itagaki has been famously critical of the Tekken series. Is he being serious, or is he joking? And if he's being serious, how would you respond?
OK; let's make it clear once and for all. [Laughs] First of all, it is true that Mr. Itagaki hates the Tekken series. He definitely hates Tekken. However, I would like people, especially Tekken fans, to think about this calmly. You can't say, "I hate it" clearly in front of media and fans unless you know it really well. If you think about that point, he researches and knows Tekken very well. Please don't forget that he says, "I hate it" on that basis.
Mr. Itagaki's passion for fighting games was great and there are not many creators who got successful in the world within this genre. His presence was quite strong among them. It is a shame that I can't battle against Mr. Itagaki when it comes to creating fighting games anymore.

How have things changed in the gaming industry since you started?
When I entered this industry, arcade games and their technology were leading the industry. Arcade games had the characteristic of "software pulling hardware." In other words, depending on the software's content, we would change the hardware, such as memory size and the CPU we used. Therefore, as new software required us to increase the specs of our hardware, the technology evolved. But when PlayStation emerged and it moved on to the console market, the arcade system board's evolution stopped.

"I don't believe staying close to reality means achieving true realism."

What aspect of creating a video game do you enjoy the most?
One of my favorite aspects is the earliest stage when I am thinking about ideas. I especially enjoy thinking about the ideas for characters. From the middle to the end of development, I enjoy the moment we successfully implement the features requested by fans.

When you're stumped by a particularly difficult problem while creating a game, what's your process for working through it?
It might be cool if you could solve it by yourself, but I gather the project staff—as many members as possible—and condense their knowledge. We make a collective genius!

What other games or game creators do you most admire or respect, and why?
I admire and respect all the creators who develop my favorite game titles. Of course, that includes almost all Japanese fighting games. Overseas PC games born in the '90s are very special to me. For example, Ultima Online, Diablo, EverQuest, System Shock, Medal of Honor, Call of Duty, Battlefield, F.E.A.R., Rainbow Six, Ghost Recon, and so on. It will go on forever. Currently, I've been paying attention to creators Mr. Ken Levine (Irrational Games), Mr. Hiroshi Matsuyama (CyberConnect2), and Mr. Keiichiro Toyama (SCE). For your information, my attention also goes to Mr. [Yoshinoro] Ono from Capcom, but for another reason—he distracts me from my work all the time.

Whose works in other forms of media, such as film or literature, do you most admire or enjoy?
I think works such as *The Evil Dead* and *Army of Darkness*, directed by Sam Raimi, are great. The character Alisa from Tekken was inspired by Bruce Campbell, who had a chainsaw in his movie. Also, films directed by Edgar Wright are brilliantly silly and cool. I like them. *Full Metal Jacket*, directed by Stanley Kubrick, is one of the works that has affected my life greatly. *Das Boot* is a 1981 German film directed by Wolfgang Petersen that has also been a big influence on both my life and Tekken.

What is your favorite hobby or pastime?
It's great to play a game while having a beverage. I also go to the sea to relax. My favorite pastime is to enjoy a beverage while having a conversation with friends.

If you could have one superpower, what would it be?
I am already doing a job to create something, so I would like to have the power to make universes disappear. But that might be meaningless...so, I guess, the power of rewinding time. Yes, this is it!

GAMEOGRAPHY

STAGE 1
56
00'22"71
HWOARANG
GUNJACK

TEKKEN ADVANCE
2002, GAME BOY ADVANCE
SUPERVISOR

∞
ASUKA
KAZUYA

TEKKEN 5
2004, ARCADE
PROJECT DIRECTOR, GAME DIRECTOR

TEKKEN 6
2009, PLAYSTATION 3/XBOX 360
PROJECT DIRECTOR, GAME DIRECTOR

TEKKEN 3D
TBD, NINTENDO 3DS
PROJECT DIRECTOR, GAME DIRECTOR

MATURE 17+
M
CONTENT RATED BY
ESRB

HELLO
my name is
Chris

This is **Chris**, hardcore gamer. He's been playing games ever since he could grip a controller. When he was growing up, **his parents used the ESRB rating**

o choose the games that were right for him. One day he'll use the ratings to **decide what games his kids play** – he just doesn't know it yet.

PLAY
REVISITING THE CLASSICS
BACK

1985 1992 1995 2000 2005

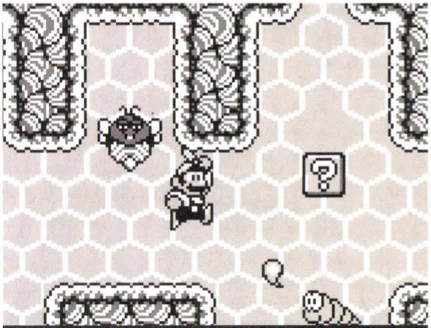
This series shall soon be mine!

Nintendo
GAME BOY
SUPER MARIO LAND 2
6 Golden Coins
The Biggest Game Boy Adventure Yet!
Nintendo

Super Mario Land 2: 6 Golden Coins

Help Mario reclaim his castle from his twisted doppelganger.

PLATFORM: **GAME BOY**
PUBLISHER: **NINTENDO**
DEVELOPER: **NINTENDO**
RELEASE DATE: **NOVEMBER 1992**
COVERED IN ISSUES: **38, 42, 43, 44, 45, 72, 92, 98**
PIGS THAT APPEAR AS BOSS CHARACTERS: **3**



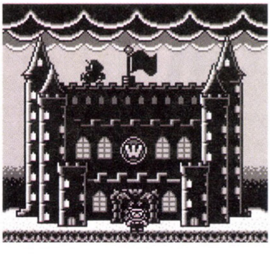
Long before Super Mario Galaxy, Mario was leaping through outer space and hanging out with giant bees in Super Mario Land 2.

If you've played the original Super Mario Land (either when it was first released or on the Nintendo 3DS system's Virtual Console), you've probably noticed that although it's a fine platformer, it doesn't really feel like a Mario game. From the setting to the enemies to the power-ups, there is little that seems familiar in the title. Those who fear change will be much more comfortable with this sequel, which remains more true to the traditional Mario formula.

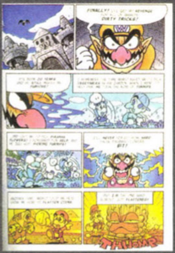
Upon returning from Sarasaland (the setting for the previous adventure), Mario discovers that his castle has been taken over by Wario, who makes his debut appearance as the main antagonist in Super Mario Land 2. The conquered castle has been sealed tight, and the only way for Mario to regain entry is to collect six golden coins that have been spread throughout the land.

One quick glance at the game's screenshots demonstrates how much graphics can improve over the course of three years. The look of 1989's Super Mario Land is quite minimalist when compared to this title, which takes its visual cues from Super Mario Bros. 3 and Super Mario World. The ever-popular Fire Flower appears for the first time on a portable system here, and a new item, the carrot, allows Mario to sprout bunny ears that can slow his descent after he jumps.

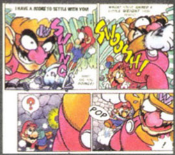
One area in which Super Mario Land 2 excels is level variety. There are seven different zones (each containing multiple stages) to explore, and each one features a very unique design. With levels that take place within a giant tree, an oversized house (where Mario is the size of an insect), a clockwork Mario statue, and a whale's innards, there is always something new to see during this trip to Mario Land. The game is also somewhat notable for being the first to ever take Mario into outer space. While in the Space Zone, Mario wears a space suit, and the low gravity causes him to walk slower and jump higher. Of course, we learned in Super Mario Galaxy that Mario doesn't need to dress like an astronaut to survive in space, but we'll chalk that up to his learning the ropes here. —PHIL T.



A VILLAIN'S ROOTS

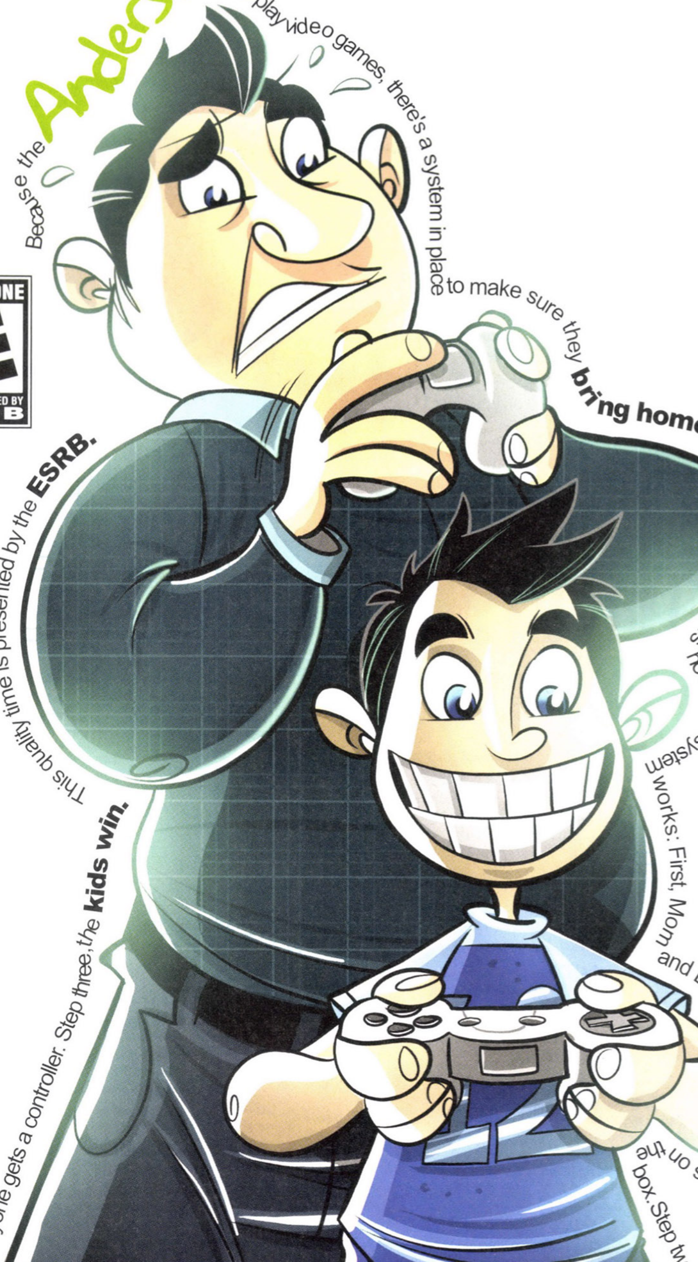

FINALLY!
DIRTY TRICKS!
THUMP

Super Mario Land 2 marks Wario's first appearance in the Nintendo universe, but in a comic published in Vol. 44 of Nintendo Power, we learned that Wario's rivalry with Mario goes back a long way. According to the comic, the two were childhood friends, but when they played together some ill fortune always seemed to befall Wario. He began to blame Mario for his bad luck, and once he reached adulthood Wario swore to take revenge on the plumber. Mario, however, fondly remembered their time together, and was oblivious to Wario's years of bitterness. The comic ends with Mario once again (inadvertently) humiliating Wario, thus setting the stage for the events of Super Mario Land 2.



HAVE A FAVORITE CLASSIC GAME YOU'D LIKE TO SEE REVISITED?
Send us your requests—we'll consider them for a future installment of Playback. nintendopower@futureus.com

EVERYONE
E
CONTENT RATED BY
ESRB



Because the **Andersons** play video games, there's a system in place to make sure they **bring home the right ones.** This is how that system works: First, Mom and Dad select games using the ratings on the box. Step tw

everyone gets a controller. Step three, the **kids win.**

This quality time is presented by the **ESRB.**

© 2006 ESRB. All rights reserved

COMIC HEROES

THE MAGAZINE ALL COMICS FANS HAVE BEEN WAITING FOR...

3 FREE GIFTS!
SIDEKICK COMIC
READ NEW STRIPS FROM BRYAN TALBOT, PAT MILLS, EDDIE CAMPBELL AND MORE!
HELLBOY BPRD SEW-ON PATCH
GIANT DOUBLE SIDED POSTER
COMICS • GRAPHIC NOVELS • MOVIES • TV • GAMES
NEW! ISSUE TWO
COMIC HEROES
CAPTAIN AMERICA LIVES!
THE NEW MOVIE, THE COMICS, THE CLASSIC STORIES – EVERYTHING YOU NEED TO KNOW!
"I'M RI TH
ALAN
GREEN LANTERN/ GREEN ARROW
Their classic '70s road trip revisited
DEVIL INSIDE
Mike Mignola talks all things Hellboy
COMICS CRAZY! THE ONLY MAGAZINE DEDICATED TO ALL THINGS COMICS!
PLUS! PREACHER NEMESIS THE WARLOCK CHARLIE ADLARD STAN LEE HOW TO WRITE COMICS AND
The FLASH
AFTER THE BLACKEST NIGHT COMES THE BRIGHTEST DAY
BUREAU FOR PARANORMAL RESEARCH AND DEFENSE
PLUS!
NEW! SIDEKICK
THE BEST NEW COMICS PREVIEWED INSIDE!
Featuring...
GRANDVILLE MON AMOUR BY BRYAN TALBOT
THE PLAYWRIGHT BY EDDIE CAMPBELL & DAREN WHITE
AMERICAN REAPER BY PAT MILLS & CLINT LANGLEY
Plus! THE RAINBOW ORCHID, DORIS DANGER GIANT MONSTER ADVENTURES, NOT ONE MINUTE OF SILENCE & URBAN BEASTS

3 FREE GIFTS!

- Giant double sided poster
- BPRD sew-on patch
- Sidekick sampler comic

COMIC HEROES ISSUE 2 ON SALE NOW

WWW.COMICHEROESMAGAZINE.COM

REVIEWS

IN-DEPTH REVIEWS OF ALL THE LATEST GAMES

IN THIS SECTION

Wii

CAPTAIN AMERICA: SUPER SOLDIER pg.88
GREEN LANTERN: RISE OF THE MANUHUNTERS pg.89
TRANSFORMERS: DARK OF THE MOON—STEALTH FORCE EDITION pg.90

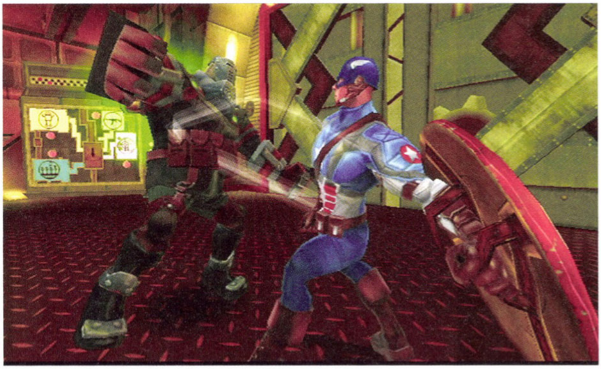
NINTENDO DS

CAPTAIN AMERICA: SUPER SOLDIER pg.90
GREEN LANTERN: RISE OF THE MANHUNTERS pg.89
TRANSFORMERS: DARK OF THE MOON—AUTOBOTS/DECEPTICONS pg.90

NINTENDO 3DS

DUAL PEN SPORTS pg.89
GREEN LANTERN: RISE OF THE MANHUNTERS pg.89
TRANSFORMERS: DARK OF THE MOON—STEALTH FORCE EDITION pg.90

Can Cap win the war against Hydra on Wii and DS?



Super Snoozer

CAPTAIN AMERICA: SUPER SOLDIER

RATING: 5.5

PLATFORM: **Wii**
PUBLISHER: **SEGA**
DEVELOPER: **HIGH VOLTAGE SOFTWARE**
ESRB: **TEEN**

Yes, this is Captain America's first solo video game since 1987's Captain America in: The Doom Tube of Dr. Megalomann for Commodore 64. Yes, actor Chris Evans reprises his role as Captain America from this summer's film. Yes, this title was made by High Voltage Software, a developer that has a lot of experience with making games for the Wii console (most notably the Conduit franchise). Despite having all of these things in its favor, though, Captain America: Super Soldier is ultimately as disappointing as the numerous movie-tie-in games that came before it.

Things start off promisingly enough when you first assume the role of a cartoony version of the Star-Spangled Avenger as he fights his way through nine levels in an attempt to take down the forces of Hydra. Granted, the graphical style makes this title look like a kids' game, but the developers did a mostly good job of making you feel like Captain America regardless. Cap relies heavily on fisticuffs, reversing baddies' attacks and cleaning their clocks; he makes use of his athleticism for traversing platforms with ease; and he utilizes his shield to block projectiles and to hit faraway switches and enemies. It's unfortunate that the gameplay isn't always as solid as it should be, however. To reverse foes' strikes, for instance, you tap Z when the button's icon appears over an enemy's head; every once in a while, though, the game seems to ignore your button press, so the shield-slinger gets hit like a chump. A similar—but far more irritating—issue arises when platforming. Icons appear on objects you can jump on, and you simply tap A to hop onto them. But sometimes Cap will completely miss his target. This is especially irksome late in the game, such as when you're dodging enemy fire and hopping on small platforms to avoid touching an electrified floor that will kill you instantly.

Still, these are annoyances, not game-breaking issues. The *main* problem with this title is that it overstays its welcome. Despite being a mere nine levels long, the game fails to keep you captivated. You face a limited assortment of foes, and you have only a handful of effective ways to dispatch them—it's best to deflect bullets back at machine gunners (by pointing the reticle at them), for example, and you have to stun sword-swingers with a shield strike before you can punch their lights out. Using the same techniques repeatedly makes combat a chore; you just want to get it over with so that you can move on to the more entertaining puzzle-solving sections. The Arnim Zola challenges—in which you must meet goals such as defeating a certain number of foes or running around an area and collecting all the tokens within a certain time limit—provide some variety. But finishing them all, as well as finding all the collectibles, is for completists only.

The real shame of it all is that Captain America: Super Soldier does many things right. You really feel like Captain America the first few times you throw your shield to stun a row of Hydra soldiers and then wallop them. But when you do this again and again and again, and factor in the game's overall lack of polish, you end up with just another dull licensed title.

—JUSTIN C.

WRITERS' BLOCK

HOW DO YOU WANT DEVELOPERS TO TAKE ADVANTAGE OF THE Wii U CONSOLE?

JUSTIN CHENG

I'd like to see Bethesda make a Fallout game in which the Wii U controller is used as your PIP-Boy.

CHRIS HOFFMAN

I'm hoping for a Metal Gear or Splinter Cell game in which you pick up the Wii U controller and use its screen to simulate looking around an environment with infrared or night-vision goggles.

CODY MARTIN

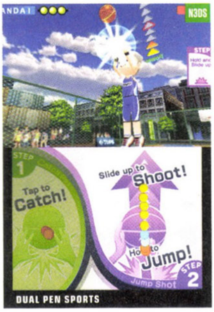
How about a Star Fox game that uses the controller to display communications from your team? There could also be a mute button for when Slippy calls.

CHRIS SLATE

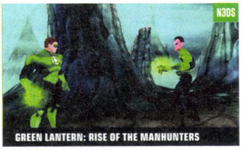
I'd like to see Mario star in a new platformer in which his face is always displayed on the Wii U controller's touch screen so that you can tug his mustache in different directions to trigger various special powers. I know—too obvious, right?

STEVE THOMASON

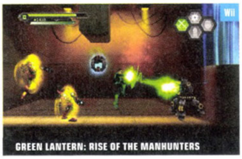
How about some kind of hardcore starship simulation that uses the controller's touch screen as your command interface?



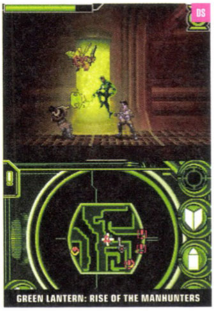
DUAL PEN SPORTS



GREEN LANTERN: RISE OF THE MANHUNTERS



GREEN LANTERN: RISE OF THE MANHUNTERS



GREEN LANTERN: RISE OF THE MANHUNTERS

DUAL PEN SPORTS

RATING: 7.0

PLATFORM: **NINTENDO 3DS**
PUBLISHER: **NAMCO BANDAI**
DEVELOPER: **INDIES ZERO**
ESRB: **EVERYONE 10+**

The fact that Dual Pen Sports forces you to play its cutesy minigame challenges with the Nintendo 3DS sitting on a flat surface makes it tough to enjoy the game while on the go, but there's a lot of personality and content in this intriguing little sports-themed package. The seven main activities task you with using a stylus in each hand to shoot hoops, throw punches, launch arrows, kick soccer balls, and more.

Using your adorable custom avatar, you challenge a string of rivals in each event, aiming to beat their scores and accrue Athli points to unlock goodies for your character. Only a few of the events are full-fledged versions of their respective sports, but the minigames are fleshed out just enough to make the fun last through numerous replays. Each event also has an alternate play mode to explore.

Wielding two styluses at once to swipe, poke, and drag is an awkward prospect, however. It gets a little easier with practice and once you've tried out a few included "fingergility" test exercises to strengthen your non-dominant hand. Although a few of the events use the gimmicky dual stylus controls quite well, others could benefit from a more streamlined approach.

Unique daily challenges and competitive multiplayer modes round out the mostly strong mix of minigame activities Dual Pen Sports offers up. Ultimately, charm and high replayability trump the sometimes-awkward controls. **—NATHAN M.**

GREEN LANTERN: RISE OF THE MANHUNTERS

RATING: 4.0

PLATFORM: **NINTENDO 3DS**
PUBLISHER: **WARNER BROS. INTERACTIVE**
DEVELOPER: **GRIPTONITE GAMES**
ESRB: **EVERYONE 10+**

Much like the film it was released alongside, Green Lantern: Rise of the Manhunters is a squandered opportunity to do something really cool with one of the comic-book world's most uniquely gifted heroes. The hook of this action game—scanning objects with Hal Jordan's Power Ring so he can create exaggerated versions of them with his sheer will and use them as weapons—is definitely authentic, but the gameplay itself is so basic and sluggish as to render the concept useless. There are situations in which you need to use scanned objects to progress in a level, but that's as far as the game goes in executing the idea. The rest of the action comes down to pounding the attack buttons to wade through generic levels filled with throwaway enemies. For a 3D game, this really lacks depth. **—RANDY N.**

GREEN LANTERN: RISE OF THE MANHUNTERS

RATING: 4.0

PLATFORM: **Wii**
PUBLISHER: **WARNER BROS. INTERACTIVE**
DEVELOPER: **GRIPTONITE GAMES**
ESRB: **EVERYONE 10+**

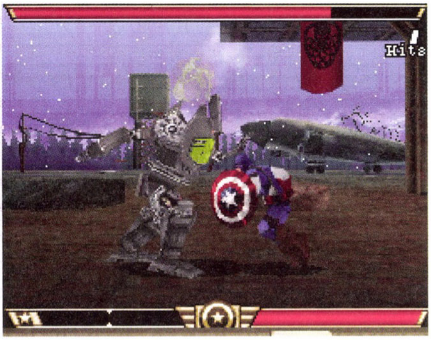
Not much is super about this superhero's adventure. When you start the tutorial, Green Lantern: Rise of the Manhunters doesn't seem to be all that bad; floating at will and flying around the Metroid-style map is actually pretty fun. In the first level, however, the game reveals itself to be a monotonous mess that reeks of a mediocre cut-and-paste job. While you fight the same generic foes over and over again (one level even requires you to defeat the same miniboss six times—and this is one of the only minibosses in the game), you're plagued with repetitive mission objectives and inconsistent difficulty. Add that to the clunky combat mechanics, and the only pleasure you get from beating a level is the relief that it's over. **—CODY M.**

GREEN LANTERN: RISE OF THE MANHUNTERS

RATING: 3.5

PLATFORM: **NINTENDO DS**
PUBLISHER: **WARNER BROS. INTERACTIVE**
DEVELOPER: **GRIPTONITE GAMES**
ESRB: **EVERYONE 10+**

Almost every element presented in this side-scrolling beat-'em-up feels miscalculated. For starters, the game's combat—its core mechanic—provides little satisfaction. You have a wide array of Green Lantern abilities at your disposal, but it's better to just punch and shoot since most of your other powers don't flow together well. And unless you're forced to battle, it's more practical to fly past your foes because of how pointless it feels to fight them: enemies respawn almost instantly, and every level hassles you with hordes of the same generic robots—even the game's two minibosses are essentially the same, aside from their appearance. The awkward placement of save points only worsens this already-bad portable experience. **—CODY M.**



All-American Reject

CAPTAIN AMERICA: SUPER SOLDIER

RATING: 3.5

PLATFORM: **NINTENDO DS**
PUBLISHER: **SEGA**
DEVELOPER: **GRIPTONITE GAMES**
ESRB: **EVERYONE 10+**

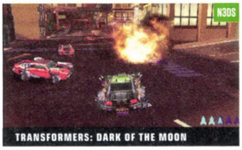
Captain America: Super Soldier for the Nintendo DS system is a haunting reminder of when movie tie-in games were blatant in their aim to wrench free some dollars from overzealous fans. Loosely connected to the *Captain America: The First Avenger* superhero flick, this handheld game detours into cookie-cutter levels that are repeated with subtle variations—but in some cases even recycle the same screens. That's symptomatic of the game's overarching issue: it's very rushed and very forced.

Cap is fighting his way through Hydra's gargantuan castle via out-and-out combat sequences, stealth portions, and autoscrolling segments in which Cap leaps over pits. There are attempts to break up the monotony via unnecessary touch-screen portions, which largely serve to paint the First Avenger as an inept weakling: it takes a surprising number of turns to swing open a safe, and an inexplicable amount of patience to punch in a security code on a locked door by hitting circles in a specific order.

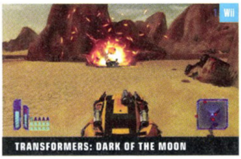
The game drags the most during the sneaking levels, in part because they cause the difficulty to fluctuate wildly. One level early on took me an hour to beat mainly because I'd wind up leaping right into the gaze of an offscreen searchlight—which the radar incorrectly indicated was much further away. Super Soldier is the most playable during battle, but even then fights devolve into button-mashing free-for-alls that are easily sidestepped by chucking the hero's shield at the pesky Nazis.

Simply put, this is a missed opportunity to make Captain America part of the conversation when it comes to viable superhero games. Batman finally stepped up to the plate with Batman: Arkham Asylum, so why couldn't Cap?

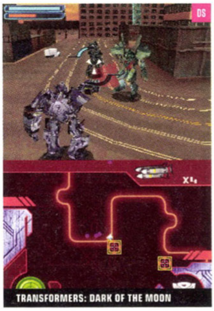
—**DAVID W.**



TRANSFORMERS: DARK OF THE MOON



TRANSFORMERS: DARK OF THE MOON



TRANSFORMERS: DARK OF THE MOON

TRANSFORMERS: DARK OF THE MOON—STEALTH FORCE EDITION

RATING: 4.0

PLATFORM: **NINTENDO 3DS**
PUBLISHER: **ACTIVISION**
DEVELOPER: **BEHAVIOUR INTERACTIVE**
ESRB: **EVERYONE 10+**

In theory, a 3D car-combat game based on the Transformers should have a lot going for it—after all, the robots in disguise are synonymous with awesome automotive action. It's disappointing, then, that the N3DS version of Transformers: Dark of the Moon is about as unenthusiastic an execution of this idea as you could imagine. It boils down to a bunch of really boring arena-style levels that you drive around, collecting Energon Cubes and weapon pick-ups; transforming *not* between car and robot but between car and slightly better car; and shooting other vehicles. There's little substance and no style—everything feels as basic as possible and the 3D effect comes across like an afterthought. Even the biggest Transformers buff will want to steer clear. —**RANDY N.**

TRANSFORMERS: DARK OF THE MOON—STEALTH FORCE EDITION

RATING: 3.0

PLATFORM: **Wii**
PUBLISHER: **ACTIVISION**
DEVELOPER: **BEHAVIOUR INTERACTIVE**
ESRB: **EVERYONE 10+**

The whole appeal of Transformers is that they, you know, *transform* into giant robots. So why on Cybertron would the developers behind Dark of the Moon omit that particular concept? At least the front of the box warns potential consumers with a label identifying the title as a "Vehicle-Combat Game," but that doesn't make the decision any less baffling. To make matters worse, it's not even a good vehicle-combat game. It's pretty awful, in fact. The missions are generic and repetitive, the controls feel downright bizarre, and the action is about as simplistic as it gets. Plus it looks like a GameCube launch title even though the environments are incredibly cramped. To quote Galvatron, "This is bad comedy." —**STEVE T.**

TRANSFORMERS: DARK OF THE MOON—AUTOBOTS/DECEPTICONS

RATING: 3.0

PLATFORM: **NINTENDO DS**
PUBLISHER: **ACTIVISION**
DEVELOPER: **BEHAVIOUR INTERACTIVE**
ESRB: **EVERYONE 10+**

The separate Autobots and Decepticons versions of this licensed film tie-in try to deliver a console-like Transformers action experience on the Nintendo DS, but the result is a painfully dull grind with repetitive combat and objectives in each of the bland missions. Worse yet, the game engine often chugs along in the heat of battle, slowing things down to a crawl despite the generic surroundings. The mindlessly simple action often fails to take advantage of the robots' vehicle forms, and despite distinct full-priced cartridges, the short and similar Autobots and Decepticons campaigns do little to differentiate themselves. Local wireless matches add a solid perk, but otherwise Dark of the Moon is a step down from previous entries, and a waste of the beloved license. —**ANDREW H.**

SUBSCRIBE TODAY!

THE OFFICIAL NINTENDO MAGAZINE

SONIC 4!
CONDUIT 2
ZELDA SECRETS
MARIO ROCKS!
VIDEO GAMES PREDICT THE FUTURE
SUPER REVIEW!
8-BIT GRAND THEFT AUTO?
YEAR OF THE MOUSE! Exciting new details on Epic Mickey
NINTENDO 3DS 18 PAGES ON THE AMAZING 3D HANDHELD!
METROID MANIA
GIANT REVIEWS
SONIC COLORS FIRST REVIEW!
GREAT APE! Special Review: We go bananas over Donkey Kong Country Returns! PG. 80
MARIO SPORTS MIX FIRST REVIEW!
ANNIVERSARY SPECIAL!
NINTENDO POWER
SONIC COLORS
KIRBY'S EPIC YARN
PROFESSOR LAYTON AND THE UNWOUND FUTURE
POKÉMON RANGER: GUARDIAN SIGNS
WWE SMACKDOWN VS. RAW 2011
25 YEARS OF NES
26-PAGE TRIBUTE
We salute the games, controllers, codes, and even the boxes behind the system that started it all!

SAVE 72%*

12 ISSUES FOR $19.95

www.nintendopower.com/replynow

*Subscription offer good in the U.S. only. Newsstand price is U.S. $5.99 per issue.
For more information visit www.nintendopower.com/customerservice

Game trademarks and copyrights are properties of their respective owners.
Nintendo properties are trademarks of Nintendo.

Nintendo Power magazine is published by Future US, Inc., under official license from Nintendo of America.

© 2011 Future US, Inc.

REVIEWS ARCHIVE

THE COMPLETE LIST OF NINTENDO POWER REVIEWS FROM THE PAST YEAR

SCORES REFLECT INDIVIDUAL REVIEWERS' OPINIONS

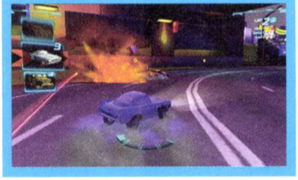
Wii

TITLE	SCORE	PUBLISHER	VOL.	ESRB
All Star Karate	7.0	THQ	255	E10+
Arc Rise Fantasia	7.5	Ignition	256	T
Attack of the Movies 3D	4.0	Majesco	255	T
Batman: The Brave and the Bold: The Video Game	7.0	Warner Bros.	260	E10+
Cars 2: The Video Game	7.0	Disney	269	E10+
Conduit 2	7.5	Sega	266	T
Create	5.0	Electronic Arts	262	E
de Blob 2	8.0	THQ	265	E
Deca Sports 3	4.5	Hudson	261	E
Despicable Me: The Game	4.0	D3Publisher	258	E10+
DJ Hero 2	9.0	Activision	262	T
Donkey Kong Country Returns	8.5	Nintendo	262	E
Epic Mickey	8.5	Disney	263	E
FIFA Soccer 11	8.0	Electronic Arts	260	E
FlingSmash	7.5	Nintendo	261	E
Flip's Twisted World	6.0	Majesco	260	E
GoldenEye 007	8.5	Activision	262	T
Green Day: Rock Band	8.0	MTV	256	T
Guilty Party	7.0	Disney	259	E
Guitar Hero: Warriors of Rock	8.0	MTV	261	T
Gunblade NY & LA Machineguns Arcade Hits Pack	5.5	Sega	259	T
Harry Potter and the Deathly Hallows—Part 1	4.0	Electronic Arts	262	T
Iron Man 2	4.0	Sega	256	T
Ivy the Kiwi?	7.5	XSEED	259	E
Kirby's Epic Yarn	8.5	Nintendo	261	E
Kung Fu Panda 2	2.5	THQ	268	E10+
The Last Airbender	6.0	THQ	257	T
LEGO Harry Potter: Years 1-4	7.5	Warner Bros.	257	E10+
LEGO Pirates of the Caribbean: The Video Game	7.0	Disney	268	E10+
LEGO Star Wars III: The Clone Wars	8.0	LucasArts	266	E10+
Legend of the Guardians: The Owls of Ga'Hoole	4.5	Warner Bros.	260	E10+
The Lord of the Rings: Aragorn's Quest	5.5	Warner Bros.	260	T
Lost In Shadow	8.0	Hudson	263	E10+
Madden NFL 11	8.5	Electronic Arts	258	E
Mario Sports Mix	8.0	Nintendo	264	E
Metroid: Other M	8.5	Nintendo	259	T
Michael Jackson: The Experience	6.5	Ubisoft	262	E10+
MySims Skyheroes	7.5	Electronic Arts	260	E10+
Mystery Case Files: The Malgrave Incident	6.0	Nintendo	269	E
Namco Museum Megamix	5.0	Namco Bandai	261	E
Naruto Shippuden: Dragon Blade Chronicles	4.5	Tomy	262	E10+
NASCAR 2011: The Game	3.0	Activision	269	E
NBA 2K11	6.5	2K Sports	261	E
NBA Jam	9.0	Electronic Arts	260	E
NHL Slapshot	6.0	Electronic Arts	259	E
Pac-Man Party	4.5	Namco Bandai	262	E10+
Pirates Plundarrr	4.0	Majesco	255	E10+
PokéPark Wii: Pikachu's Adventure	7.5	Nintendo	261	E
Prince of Persia: The Forgotten Sands	8.0	Ubisoft	255	T
Rango	5.0	Paramount	266	E10+
Raving Rabbids Travel In Time	6.5	Ubisoft	262	E10+
Rio	4.0	THQ	267	E
Rock Band 3	9.0	MTV	261	T
Sam & Max: Beyond Time and Space	8.0	Atari	255	T
Samurai Warriors 3	6.0	Nintendo	260	T
Sengoku Basara: Samurai Heroes	7.0	Capcom	261	T
Sid Meier's Pirates!	8.5	2K Games	260	E10+
Sin and Punishment: Star Successor	9.0	Nintendo	257	T
Sonic Colors	9.0	Sega	261	E
Spider-Man: Shattered Dimensions	8.0	Activision	260	T
SpongeBob SquigglePants	7.0	THQ	266	E
Star Wars: The Force Unleashed II	8.0	LucasArts	261	T
Super Mario All-Stars	9.0	Nintendo	263	E
Super Mario Galaxy 2	9.5	Nintendo	256	E
Swords	5.0	Majesco	260	T
Thor: God of Thunder	5.5	Sega	267	T
Tiger Woods PGA Tour 11	9.0	Electronic Arts	256	E
Tiger Woods PGA Tour 12: The Masters	8.5	Electronic Arts	266	E
Tom Clancy's Ghost Recon	6.0	Ubisoft	262	T
Top Spin 4	7.0	2K Sports	266	E
Tournament of Legends	7.0	Sega	257	T
Toy Story 3: The Video Game	7.5	Disney	257	E10+
Transformers: Cybertron Adventures	5.0	Activision	258	T
Trauma Team	8.0	Atlus	255	T
TRON: Evolution—Battle Grids	6.5	Disney	263	E10+
Virtua Tennis 4	8.0	Sega	267	E
Wii Party	7.5	Nintendo	260	E
Wii Play: Motion	7.5	Nintendo	268	E10+
Worms: Battle Islands	7.0	THQ	264	E10+
WWE All Stars	6.5	THQ	266	T
WWE SmackDown vs. Raw 2011	7.5	THQ	262	T

MORE ON:

CARS 2: THE VIDEO GAME

As a licensed title geared toward kids, Cars 2 might seem skippable. But the gameplay actually has charm, particularly when it comes to the Battle Race (a Mario Kart-style competition) and Hunter (a Twisted Metal-ish car battle) modes. Although it's best when played with friends, this title has enough variety to keep you happy regardless. —CODY M.



MORE ON:

MYSTERY CASE FILES: THE MALGRAVE INCIDENT

Compass
Arrowhead
Ghost
Green Bottle
Bucket
Dead Flowers
Teddy Bear
Chain
Golf Ball
Star
Ticket
4 Birds

I had never played a Mystery Case Files title prior to this one, but I'd say my experience with The Malgrave Incident was a positive one overall—despite the fact that I'm not really a fan of hidden-object puzzles. The game's hint system kept me from getting overly frustrated, and I enjoyed exploring Malgrave Island. —JUSTIN C.

Nintendo DS

TITLE	SCORE	PUBLISHER	VOL.	ESRB
Atari's Greatest Hits Vol. 1	5.0	Atari	261	E
ATV Wild Ride	7.0	Destineer	264	E
Blue Dragon: Awakened Shadow	7.5	D3Publisher	256	E10+
Crafting Mama	7.0	Majesco	261	E
de Blob 2	8.0	THQ	265	E
Dementium II	8.0	SouthPeak	255	M
Despicable Me: The Game–Minion Mayhem	7.0	D3Publisher	258	E
Dragon Ball: Origins 2	8.0	Namco Bandai	256	T
Dragon Quest VI: Realms of Revelation	7.5	Nintendo	265	T
Dragon Quest IX: Sentinels of the Starry Skies	9.0	Nintendo	257	E10+
Etrian Odyssey III: The Drowned City	8.5	Altus	260	E10+
Final Fantasy: The 4 Heroes of Light	8.0	Square Enix	260	E10+
Ghost Trick: Phantom Detective	9.0	Capcom	263	T
Giana Sisters DS	9.0	Destineer	265	E
Golden Sun: Dark Dawn	8.0	Nintendo	262	E10+
Harvest Moon: Grand Bazaar	6.0	Natsume	258	E
Iron Man 2	6.5	Sega	256	E10+
Ivy the Kiwi?	7.0	XSEED	259	E
Kingdom Hearts Re:coded	8.0	Square Enix	263	E10+
Kung Fu Panda 2	4.5	THQ	268	E10+
The Last Airbender	7.5	THQ	257	E10+
LEGO Battles: Ninjago	7.5	Warner Bros.	267	E
LEGO Star Wars III: The Clone Wars	8.0	LucasArts	266	E
Lufia : Curse of the Sinistrals	8.0	Natsume	260	E10+
Mario vs. Donkey Kong: Mini-Land Mayhem!	7.5	Nintendo	262	E
Mega Man Zero Collection	9.0	Capcom	256	E
Monster Tale	8.0	Majesco	265	E
Naruto Shippuden: Naruto vs. Sasuke	5.0	Tomy	262	E10+
Naruto Shippuden: Shinobi Rumble	6.0	Tomy	264	T
Nine Hours, Nine Persons, Nine Doors	9.0	Aksys	262	M
Okamiden	8.0	Capcom	265	E10+
Picross 3D	7.5	Nintendo	255	E
Plants vs. Zombies	9.0	PopCap	264	E10+
Pokémon Black and Pokémon White Versions	9.0	Nintendo	265	E
Pokémon Ranger: Guardian Signs	7.0	Nintendo	260	E
Professor Layton and the Unwound Future	9.0	Nintendo	260	E10+
Puzzle Quest 2	7.5	D3Publisher	257	E10+
Radiant Historia	8.5	Atlus	265	E10+
Rango	7.0	Paramount	266	E
Rio	5.5	THQ	267	E
River City Soccer Hooligans	7.0	Aksys	256	T
River City Super Sports Challenge	6.0	Aksys	258	T
Rune Factory 3: A Fantasy Harvest Moon	8.5	Natsume	262	E
Sonic Colors	7.5	Sega	261	E
Spider-Man: Shattered Dimensions	7.0	Activision	260	E10+
Super Scribblenauts	8.5	Warner Bros.	261	E
Tetris Party Deluxe	8.5	Majesco	256	E
Thor: God of Thunder	6.0	Sega	267	E10+
Transformers: War for Cybertron	7.0	Activision	258	E10+
TRON: Evolution	6.5	Disney	263	E10+

Nintendo 3DS

TITLE	SCORE	PUBLISHER	VOL.	ESRB
Asphalt 3D	6.0	Ubisoft	266	E10+
BlazBlue: Continuum Shift II	8.5	Aksys	268	T
Cartoon Network Punch Time Explosion	7.0	Crave	267	E10+
Cubic Ninja	4.0	Ubisoft	268	E
Dead or Alive Dimensions	9.0	Tecmo Koei	267	T
The Legend of Zelda: Ocarina of Time 3D	9.5	Nintendo	268	E10+
LEGO Star Wars III: The Clone Wars	8.5	LucasArts	266	E10+
Madden NFL Football	6.0	Electronic Arts	266	E
nintendogs + cats	7.5	Nintendo	266	E
Pac-Man & Galaga Dimensions	7.0	Namco Bandai	269	E10+
Pilotwings Resort	8.0	Nintendo	266	E
Pinball Hall of Fame: The Williams Collection 3D	7.0	Crave	268	E10+
Rabbids Travel in Time 3D	6.5	Ubisoft	267	E
Rayman 3D	8.0	Ubisoft	266	E
Reel Fishing Paradise 3D	6.0	Natsume	269	E
Resident Evil: The Mercenaries 3D	7.5	Capcom	269	M
Ridge Racer 3D	8.0	Namco Bandai	266	E
Samurai Warriors: Chronicles	7.0	Tecmo Koei	266	T
The Sims 3	7.0	Electronic Arts	266	T
SpongeBob SquigglePants	7.5	THQ	267	E
Steel Diver	8.0	Nintendo	266	E10+
Super Monkey Ball 3D	7.5	Sega	266	E
Super Street Fighter IV 3D Edition	9.0	Capcom	266	T
Tom Clancy's Ghost Recon: Shadow Wars	8.0	Ubisoft	266	T
Tom Clancy's Splinter Cell 3D	5.5	Ubisoft	267	T

MORE ON:

DEAD OR ALIVE DIMENSIONS

I was never a big Dead or Alive fan, but that's going to change if Dimensions is any indication. This game is a great showpiece for the Nintendo 3DS system—I apologize for the cliché, but this title features some truly eye-popping 3D effects. The system's other features are put to great use, too; heck, the game is almost worth getting just so I have something to spend my Play Coins on. And if you're a hardcore Nintendo fan, you'll want to check DOA out simply to see the awesome Metroid stage. —CHRIS H.

MORE ON:

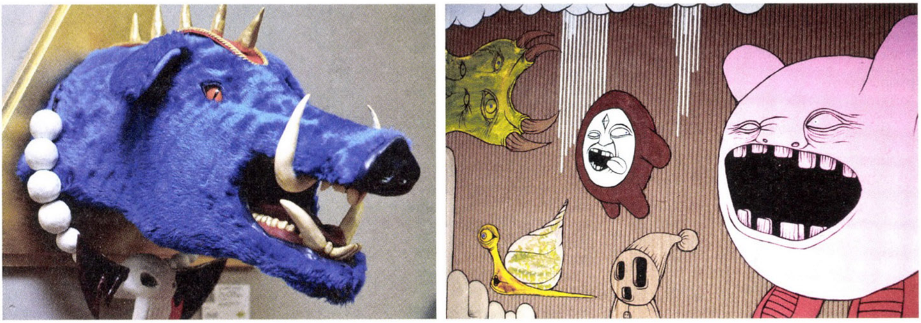
RESIDENT EVIL: THE MERCENARIES 3D

0008390
00'56"98

For Resident Evil fans, The Mercenaries 3D (rated M) feels like a bit of an appetizer while we await the main course that is Resident Evil: Revelations. Whether this particular morsel is worth a purchase largely depends on your appetite for arcade-style action and whether or not you have someone to share it with. As a solo affair, it loses its flavor pretty quickly. —STEVE T.

ALL NINTENDO 3DS SCREENSHOTS HAVE BEEN CAPTURED IN 2D MODE.

COMMUNITY



We wouldn't mind having Ganon's head mounted on a wall in our offices, but that Kirby artwork is—no offense to the artist—frightening.

FANDOM

Mario Paint Was Just the Beginning

A new art show pays tribute to NES classics—for a good cause.

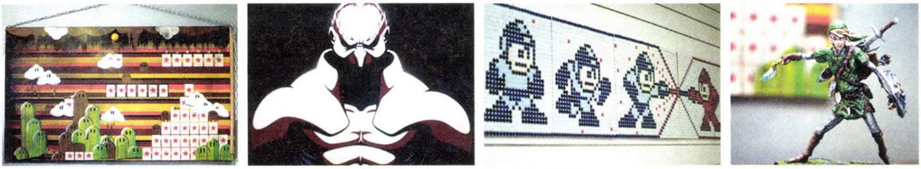
FOR JUST A MOMENT, let's put aside the age-old "are games art?" debate in honor of the recent game-inspired Gold Cartridge art show in Sonora, California. The show, organized by Job J. Stauffer, was intended both as a tribute to classic games and as benefit for Child's Play: all proceeds went directly to the charity, which organizes worldwide toy drives to children's hospitals. And what's more, almost all the art created for the show was sold before sundown on opening night.

Glancing around the gallery, it's easy to see why. When standing in front of items such as Megan Houseburg's patchwork Tetris or Lisa Hirata's portrait of Frog Mario swimming, it's hard to resist picking them up and hoisting them over your head as Link would a boomerang or a heart container—or, for that matter, hanging them on the wall like a normal person would. For the unquestionably worthy cause, artists from as far away as Hawaii and Toronto submitted amazingly intricate pieces in a wide variety of mediums. Stauffer beams, "Ted Lange put a large amount of time into that [mosaic], making use of over 5,000 hand-painted coins to pay homage to the Blue Bomber himself. There was also one taxidermy concept from Michelle Steranko, who mounted Ganon's head on an appropriately Triforce-shaped plaque!"

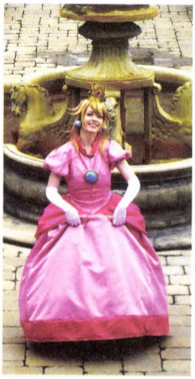
What's more, Stauffer says the exhibition helped to break the pattern of shows like this taking place only in large metropolitan areas. Sonora is not exactly a New York or a Los Angeles. As if the art itself weren't a big enough draw, chiptune artists Mushen and A_Rival were there to dazzle attendees' senses as they soaked in pieces like Ying Fing Thao's nightmarish interpretation of Kirby's Adventure or Steranko's more subdued medicine cabinet filled with Dr. Mario's vibrant yellow, red, and blue pills. Also worth a special mention: Peter Nordstrom's impressively detailed sculpture of Link, complete with interchangeable arrows, shield, sword, and bow.

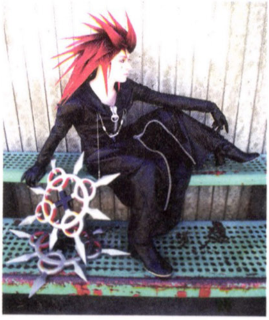
"We definitely aren't the first to put on an art show inspired by video games," notes Stauffer. "But some have gotten so big that they've grown into successful marketing enterprises. Gold Cartridge won't be going that route." As he's still sifting through paperwork from the event, Stauffer couldn't reveal an exact amount, but he added that the event was wildly successful in raising funds—even beyond his wildest dreams. **—DAVID W.**

Paintings, mosaics, and statues are just some of the ways that artists expressed their love of games at the Gold Cartridge art show. Color us impressed!



PHOTOGRAPHS BY CHELSEA WILDE





[Above] Can you believe that this is reader Nancy Savoie's first cosplay project?

COSPLAY

Fantastic Fandom

A longtime reader impresses us with her Peach and Axel re-creations.

THESE EXTRAORDINARY homemade costumes of Axel from Kingdom Hearts 358/2 Days and the ubiquitous Princess Peach come to us from longtime reader Nancy Savoie of Quebec, Canada. According to Savoie, she decided to start creating costumes after attending a convention in 2008 in plain clothes and realizing she was the odd girl out.

Axel was Savoie's debut project, and it's an impressive rendition of the colorful Kingdom Hearts character, complete with the massive red-and-black spiked hair. Savoie says it might've been too ambitious a selection for a first-timer, but that with enough trial and error, she was able to nail Axel's aesthetic. "After three bottles of wind-tunnel-proof hairspray, I finally ended up with results that pleased me enough to sport the wig with a modest amount of pride," she recalls.

Making the Princess Peach costume was "like a childhood dream," says Savoie, though it was her first time constructing a dress. "[Peach] has always been there for as long as I can remember, so I did a favor to the little girl inside me that always dreamed of becoming a princess," she explains. To find the appropriate style and colors, she made a beeline for the bridal section of a fabric store and came away with two patterns to fashion the gown. She used craft foam for the crown and a pairing of oven-bake clay and polyester casting resin for the brooch.

Due to some missteps and experimentation, Savoie claims she spent hundreds of dollars crafting each, with about a month's work needed for Axel, and a couple of weeks for Peach. But considering the stunning results, we'll wager that it was worth the expense to bring both to life. **—ANDREW H.**

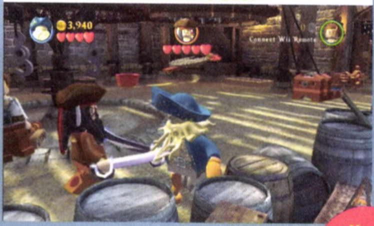
PHOTOGRAPHS BY RYAN GILES

WRITE *your own* CAPTION

SCREEN TEST

SEND CAPTION TO screentest@nintendopower.com.

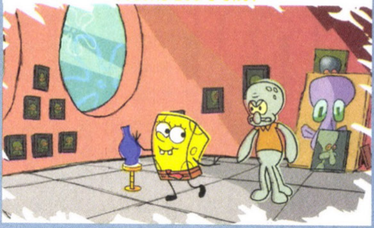
THIS MONTH'S SHOT



For some reason, the pirate-themed remake of the movie *Face/Off* wasn't very popular.

Here's our caption. THINK YOU CAN DO BETTER?

VOLUME 268'S SHOT



"Be careful, SpongeBob, that vase cost as much as the animation used to draw us!" **—[NO NAME GIVEN]**

"If you absolutely have to, tip it over. It'll just be redrawn the next time this microgame is played." **—NONNIKCHIEF**

"After 250 variations and way too many broken objects, Squidward was in no mood to learn another way to give a five." **—JOHN S.**

"Aww, SpongeBob, I kept all my Jelly Bellies in there." **—AJ**

"Is this a self-portrait of yourself, too, Squidward?" **—DAGABESTA**

"For the last time, SpongeBob, *there are no rupees in my pots*!" **—RUSSELL M.**

"Squidward instantly regretted creating Opposite Day after he told SpongeBob, 'Don't Touch!'" **—[NO NAME GIVEN]**

ABOVE *and* BEYOND

Got art, cosplay, case mods, etc.? Send them to us via email to **community@nintendopower.com** or via snail mail to Nintendo Power/Community c/o Future US, 4000 Shoreline Court, STE 400, South San Francisco, CA 94080. We'll print the best stuff!

NEXT MONTH

Chris Redfield, one of the stars of the Mature-rated Resident Evil series, has gone off the grid. We'll find out what he's been up to in our in-depth look at Resident Evil: Revelations for Nintendo 3DS next issue. And that's not all. Expect some big reviews and another star-studded anniversary bash!

SEPTEMBER 2011 VOL. 271

NINTENDO POWER (ISSN 1041-9551) is published monthly by Future US, Inc., 4000 Shoreline Court, Suite 400, South San Francisco, CA 94080. Phone: (650) 872-1642. Fax (650) 872-2207. Website: www.futureus.com. Periodicals postage paid in South San Francisco, CA and at additional mailing offices. Newsstand distribution is handled by Time Warner Retail. Subscriptions: One year basic rate (12 issues): US: $19.95. Canada: US$27.95. Canadian orders must be prepaid. Canadian price includes postage and GST (GST #R128220688). PMA #40612608. Subscriptions do not include newsstand specials.

POSTMASTER: Send changes of address to: Nintendo Power, PO Box 5770, Harlan, IA 51593-1270. Standard Mail Enclosure in the following editions: None. Ride-Along Enclosure in the following editions: B1, B2, B3, B4. Returns: Pitney Bowes, PO Box 25542, London, ON N6C 6B2, Canada. Future US, Inc. also publishes @ Gamer, Crochet Today!, Guitar Aficionado, Guitar World, Knitting Today!, Mac|Life, Maximum PC, The Official Xbox Magazine, PlayStation: The Official Magazine, PC Gamer, Revolver, Windows: The Official Magazine, and World of Warcraft Official Magazine. Entire contents copyright 2011, Future US, Inc. All rights reserved. Reproduction in whole or in part is prohibited. Future US, Inc. is not affiliated with the companies or products covered in Nintendo Power. Reproduction on the Internet of the articles and pictures in this magazine is illegal without the prior written consent of Nintendo Power. Products named in the pages of Nintendo Power are trademarks of their respective companies. PRODUCED IN THE UNITED STATES OF AMERICA.

SUBSCRIBER CUSTOMER SERVICE: Nintendo Power Customer Care, P.O. Box 5770, Harlan, IA 51593-1270. Online: www.nintendopower.com/customerservice. Phone: 1-866-941-8368. Email NTNcustserv@cdsfulfillment.com.

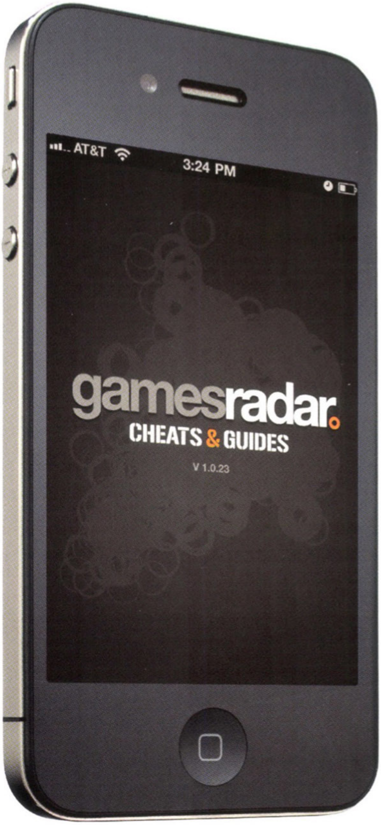
BACK ISSUES: www.nintendopower.com/shop or by calling 1-800-865-7240.

REPRINTS: Future US, Inc., 4000 Shoreline Court, Suite 400, South San Francisco, CA 94080. Phone: (650) 872-1642. Fax (650) 872-2207. Website: www.futureus.com.

"★★★★★"
Amazing app, and it's FREE!
by Vitsnuklz

"★★★★★
THE BEST GUIDES on the internet... ALL IN ONE PLACE"
by Samael76

"★★★★★
GamesRadar is FULL OF WIN"
by Marcello Almaguer



"★★★★★
Thank you GamesRadar for FEEDING MY ADDICTION"
by Poconoscott

"★★★★★
AWESOMESAUCE! Great app. I love!"
by June Martin

gr.

Think guidebooks are too heavy? Is your computer too far away from your console? Do you hate standing up? If so, download our gift to couch potatoes!

gamesradar. www.gamesradar.com

www.futureus.com Future MEDIA WITH PASSION

NINTENDO 3DS™

A New Depth in Adventure

Cave Story™ 3D

Reminiscent of the original,
Cave Story™ 3D brings a new
sense of excitement and adventure!

Experience the original indie hit with
exclusive "paper" 2D pixel mode!

Coming August!

Pre-order now at GameStop
power to the players

http://www.nisamerica.com/games/cave-story/

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
Fantasy Violence

NIS America
www.NISAmerica.com

NICALIS

© 2011 NIS America, Inc. © 2011 Nicalis, Inc./Daisuke Amaya All rights reserved. Published by NIS America, Inc. Cave Story is a trademark of Nicalis, Inc. Distributed exclusively by Index Digital Media, Inc. Nintendo 3DS is a trademark of Nintendo. The ratings icon is a trademark of the Entertainment Software Association.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!